EXCLUSIVE! SOUL REAVER 2 EXPOSED • 150+ GAMES RATED!!



STAR ONLINE

The **Most Anticipated**Online Game **Ever!**> Hands-on Report

Dreamcast 2?

Sega's **Future Plans** Revealed!

Make Your Own CODEBOOK!

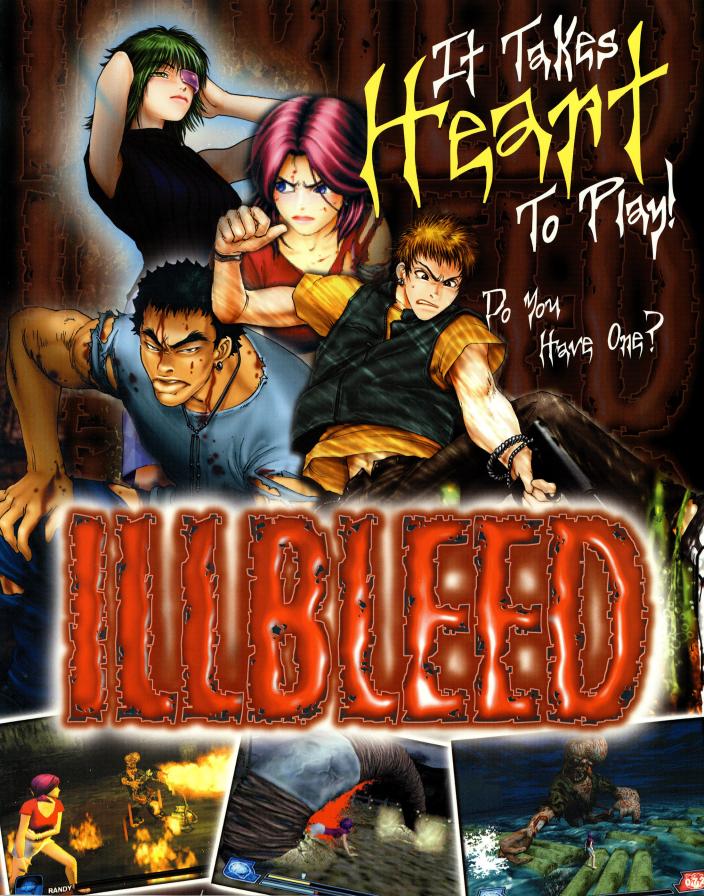
Biggest Codes Section Ever!

Plus: Sonic 2, NBA 2K1
Resident Evil 2, Head Hunter
Alien Front Online, Bang!
Floigan Brothers, Ready 2
Rumble 2, 18 Wheeler
Project Justice and More!









Dreamcast.

PHANTASY STAR ONLINE



FEATURES

MANY PAGES WITH MANY WORDS-SWEAT TILL YOU BLEED, SUCKAS.

>FORBIDDEN GAMES 22

ODCM took a peek behind Japan's Hello Kitty curtain of cute—and what we saw made us blush. Enjoy this glimpse of the Japanese games you'll never get to play

>FROM GEEK TO CHIC 30

Gaming's transition from geek fetish to mainstream billion-dollar industry has taken less than ten years: and it all began with a little blue hedgehog

>PHANTASY STAR ONLINE 34

Online and on target? **ODCM** hits exclusive, hands-on paydirt: and you get the verdict

>DCDIRECT 12 NEWS, PREVIEWS AND GOSSIP

COMING SOON

IF THE FUTURE WAS NOW, WE COULD STOP HYPING AND START COMPLAINING

FLOIGAN BROTHERS 44

Wackiness in spades: Visual Concepts' latest jewel is laden with more slap than you can shake a stick at. **ODCM** spends some quality time with the Floi polloi

18-WHEELER 46

When Big Trucks Attack! Get the skinny on Sega's latert Naomi arcade port. Large Marge, Kevin Bacon, trucker slang and other assorted goodies

SONIC ADVENTURE 2 48

The rambunctious rodent returns for another spin around the block. And if what we've played so far is any indication, this is going to be one of 2001's best games.

PROJECT JUSTICE 50

No, it isn't Gee Dub
Bush's new capital punishment program. It's
the sequel to Rival
Schools, one of
the most beloved
fighting games in
recent memory.
With schoolgirls...

FIGHTING VIPERS 2 52

Just when you thought it was dead, the AM2 classic returns to your Dreamcast. Not since Willis Reed returned for Game 7 of the 1970 NBA finals has there been a comeback like this

HEAD HUNTER 54

After many months of secrecy surrounding its newest *Mission Impossible*-style game, Sega lets the cat out of the bag. Or, actually, they only let us peek our heads inside the bag for a few seconds to check out the cat. Here's what we saw before the dang thing scratched us

ALIEN FRONT ONLINE 56

ode takes another look at what is easily one of our most eagerly-anticipated titles. It's got all sorts of things we like: Big tanks to drive, big cities to destroy, big buildings to crumble, big technologies to employ (online multiplayer, real-time voice, etc.) = big hit in the making

TYPING OF THE DEAD 58

Mavis Beacon meets *House of the Dead* in one of the most excitingly inauspicious gameplay premises in the history of videogames. Amazingly, it's already greatbut kids, can you type "c-a-r-p-a-l-t-u-n-n-e-l s-y-n-d-r-o-m-e?"

DEPARTMENTS

>DC-ROM 8

If it doesn't work, don't give up and start using our shiny, pretty demo disc as a coaster...wipe it off! We know you hate cleaning, but does it make it more fun if we tell you that you can spit on it first?

>D-MAIL 10

You ask, we answer. The only problem with getting so much wonderful mail from so many wonderful people is that it reminds us of how many wonderful jobs there are, in this wonderful world, which contain long stretches of free time that can be filled up by writing emails, stretching, napping, eating and peeing. But don't worry—we're too busy creating **ODCM** to go out and find 'em!

>TZ-ARCHIVE 80

Every game we've ever played. Rate

>ENDZONE 94

ODCM's exclusive **TalkBack** interview series opens with our candid tete-a-tete with the creators of *Soul Reaver 2*. Just how great will this game be? Find out!

"I never lose."

Mr. Charla's neighborhood



WELL, THE HOLIDAYS ARE

behind us (well, as I write this they haven't actually started, but by the time you read it they should be just wrapping up).

Anyway, I could go on about the huge number of killer hits that shipped for Dreamcast this season, but that would be gloating. But what the hell, let's gloat: Shenmue, Jet Grind Radio, Test Drive Le Mans, StarLancer, Grandia II, Skies of Arcadia, Tony Hawk 2, NFL 2K1, NBA 2K1, Quake 3 Arena, Samba de Amigo. And those are just the games that got 9s or 10s. Plus, of course, we got the world's first online console gaming ISP.

So. What do we have to look forward to in 2001? First, all the awesome games that slipped: Unreal Tournament, Half-Life, Half-Life Multiplayer and Metropolis Street Racer. Then, in January, we're going to get the earth-shattering Phantasy Star Online (see our Cover Story on page 36). (Note: If you never see another issue, it's becuase we got too addicted to PSO.)

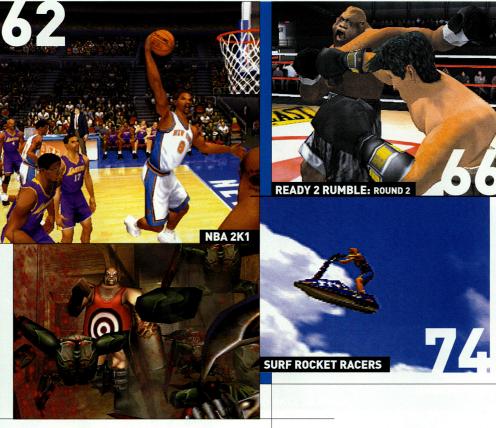
Beyond that, Sega—at its recent Executive Games Summit—announced (in addition to giving us the dirt on the future of the Dreamcast platform; see page 12) that it had between 30 and 45 titles planned for 2001. Holy crap! Forty-five SEGA games? Clearly this company is out to get every single dollar in our pockets, and every single second of our spare time.

And I for one, couldn't be happier!
When the world's greatest game company
tells you that it could potentially be coming out with three new games every
month, well, it's pretty clear that the
future for Dreamcast in 2001 is going to
be pretty damn rosy.

One last thing: After a successful test run, next year, ODCM plans to take RPG Day national. It's the Friday after Thanksgiving. No work. The malls are packed. The movie theaters are packed. Your house is full of food. Solution: get up early, make yourself a sandwich, pop in that RPG you've been meaning to beat and get to it. In 2001, this Day falls on Friday, November 23. Plan on it.

Later, Chris

Dreamcast.



>TESTZONE

HYPE? HIP? WE PLAY THEM ALL SO YOU DON'T HAVE TO. REVIEWED:

NBA 2K1 62

Everything you love about your favorite sport and the NBA is present and accounted for (except for Jack Nicholson sitting courtside at all the Laker games)

READY 2 RUMBLE: ROUND 2 66

As the inimitable Evan Shamoon says, "No kicking!" This might be boxing for the masses, but it's still boxing...and it's still darned fun

HOYLE CASINO 68

You don't have to be 21 to play it. You can play it all night. There's even some cleavage to be ogled in this gameroom, thanks to *Hoyle*'s NPCs. Of course, such pleasures always come at a price...

MS. PAC MAN 72

If it's your first time playing Ms. Pac Man, welcome to the magic. If it's your second (or second millionth) time around, you'll know that the magic never fades...and neither do the ghosts, unless you eat 'em

SPEC OPS II: OMEGA SQUAD 73

PC + ROTC = DC QT? **ODCM** RSVPs. Ever wonder why we often groan automatically whenever we hear (or say) the word "port?" This game gives a pretty good demonstration of some big reasons

SURF ROCKET RACERS 74

Surfing! Rocketing! Racing! No, these aren't the ingredients of the best damned tuna casserole you've ever had (although they could be). They make a good game: almost

SUPER RUNABOUT: SAN FRANCISCO EDITION 76 Rice-a-Roni is henceforth replaced as the

Rice-a-Roni is henceforth replaced as the San Francisco Treat. Mmmmm! Yummy

RESIDENT EVIL 2 77

Bigger, better, faster zombies! And you didn't think it could get better...oh, pshaw

BANG! 78

A game that brings along its own exclamation point, like a little suitcase full of joy. Or not. It's definitely full of something...

KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD 79

Two words: Not. Online. Two more words: Big. Shoes. This game offers the closest onscreen representation of Dina's shoes that **ODCM** has ever seen. We're not kidding. And neither is Dina



>HOW*TO* 82

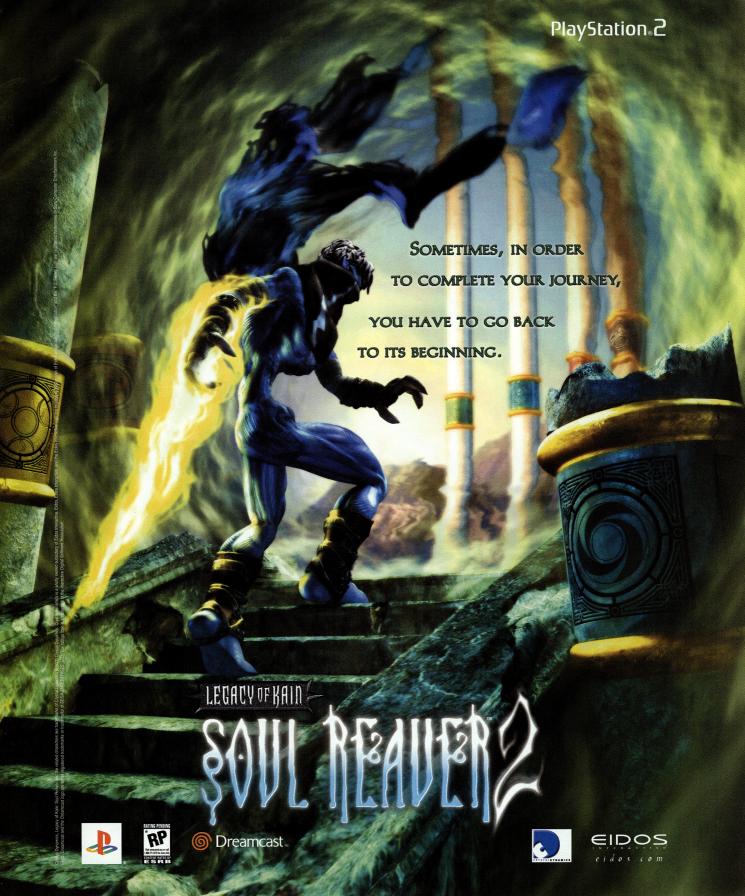
MORE CODES THAN YOU CAN SHAKE A GAMESHARK AT!

MAKE YOUR OWN 16-PAGE CODEBOOK!

You've heard us call our How-To section "Absolutely Code-tactular" before—and we weren't lying. Well, this time when we say that it's Absolutely Code-tacular, we're lying even less! We've listened to the subsonic screams of your codejonesing, and pretty much ignored it for a long time. Not because we didn't care; we just didn't have the space to print more codes. Well, get ready to be really, really happy (and to stop screaming, too...ever wonder why you didn't have a girlfriend?)—we're going to give you ALL the codes and ALL the directions you'll need to cut, fold and staple your own 16-PAGE CODEBOOK! Total satisfaction guaranteed: you'll never feel the need to buy another Lotto ticket.

And how many games are included in the index of this wunderbooklet? Well, we want it to be a surprise. But we'll give you a hint: there aren't less than 75...

RESIDENT EVIL 2 77





"The level of detail paid to every single moment, circumstance and environment is overwhelming."

Official Dreamcast Magazine

"...undeniably the prettiest role-playing game ever to grace a console."

www.dailyradar.com

"...this will indeed be the first epic RPG on Dreamcast."

www.ign.com

"Grandia II is easily the most impressive nextgeneration RPG we've seen, and the first true RPG epic for a next-generation console."

www.thegia.com

"Fake a new look at what is surely the best-looking RPG yet on a next-generation console..."

Gamer's Republic Online

"...set to give sub-par developers a lesso<mark>n in how to do a</mark> DC RPG right."

GameFan Magazine

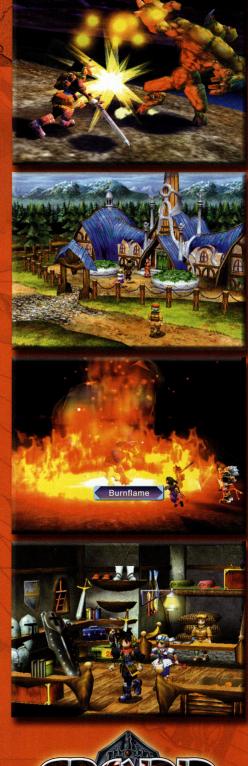
"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."

GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."

www.GA-Console.com

Critically acclaimed and over 2 years in the making, Grandia™ II arrives December 2000.









e seven sami

That's what we call the six fancy-kickin' demos and one

maverick vid on this disc. This is some of the best stuff that Japanese and American developers have to offer: riding the cutting edge of this century's wave of innovation.

So just when you thought that your loved ones were all out of presents, ODCM has ripped you a brand spiggidy spankin' new one. Hot off the presses, here comes the stuff that makes your Dreamcast singexclusive sneak peeks at levels from Metropolis Street Racer (balls-out racing in hyper-realistic environments: if we had to name the game that we get most questions about from fellow game journos, this would be it. It could be the title that finally makes Dan stop saying "Best. Game. Ever." about F355 Challenge), Outtrigger (first-person shooter from the Land of the Rising Sun), 18 Wheeler: American Pro Trucker (big trucks, big wheels, big game), Max Steel (third-person adventuring to the max) and 4x4 Evolution (more SUVs than a Nordstrom parking lot). Plus we've got a brand new web browser-Version 2.6, complete with mouse support. It even comes with Sega's new DreamCall application (see DCDirect page 16 for details, which allows you to make free long distance phone calls to anyone in the world. So now you can talk to all of your fellow Dreamcasters in Lisbon and Bora Bora.

As an added bonus for this issue, we've also got Jurassic 5's newest video for you to check out-this disc is so fresh we almost don't want to give it away. Just be sure to read our directions (at right) for cleaning the disc!

18 WHEELER: AMERICAN PRO TRUCKER PUB SEGA RELEASE JAN PLAYERS 1



Take Sega's new trucking sim for a spin and see what it's like to cruise the highway with double-digit wheels (18 to be precise). Also, see what it's like to crush the cars that get in your way, barrel over trees and race against a diabolical enemy named Lizard Tail. The demo takes you for a ride you won't soon forget.



Stick: Steel

Y Change View

LO Accelerate

OUTTRIGGER PUBLISHER SEGA RELEASE AM2 PLAYERS N/A



Sega's attempt to out-gun the Quake/Unreal/Half-Life FPS landscape, Outtrigger is nothing if not hella fun. Blast your way through four crazyfastintense stages of action, killing swarms of bad guys and getting to try out a bunch of weapons in the process. Try it from the first-person POV for the optimal experience.



Stick: Look view D-Pad: Move A Fire weapon

B Zoom (first person) X Change weapon

Strafe left

OUTTRIGGER

Strafe right

METROPOLIS STREET RACER PUB SEGA RELEASE JANUARY PLAYERS 1:2



Distinctly European and distinctly awesome, MSR has been a long time coming. If you've been with us from the beginning, you'll know what we mean. Race either against the clock or against another car through the streets of swingin' London. The game was recently delayed until January, so try it early on your trusty ODCM demo disc.



D-Pad:

N/A

Y Assist On/Off

LO Forward

4X4 EVOLUTION PUBLISHER GODGAMES RELEASE OUT NOW PLAYERS 1



If you thought 4-Wheel Thunder was the cream of the big-wheel crop, well, give 4x4 Evolution a shot. It's got lots of dirt, cool vistas and big vehicles, and should provide you with at least an afternoon's worth of entertainment. It's also one of the prettier drives you'll take on your Dreamcast: so if aesthetics are your bag, give it a shot.



D-Pad: Up: reset position

B N/A Brake Change view Accelerate

MAX STEEL PUBLISHER MATTEL RELEASE NOVEMBER PLAYERS 1



Venture through the jungle and hit p some unsuspecting evil folks in our exclusive demo of Max Steel. You're armed to the teeth with some sweet weapons, and there are even a couple of interesting puzzles to solve. Give it a spin and let us know what you think. We know what we think; that's why it's on the demo disc.



Stick: Move Character D-Pad: Move Character

Side Step

Shoot

Y Tail Whip

Close-up View

JURASSIC 5: QUALITY CONTROL PUBLISHER SEGA RELEASE OCTOBER PLAYERS Just when you thought ODCM had given you everything you could



possibly want, we drop the new J5 video on your unsuspecting heads. It's Quality Control, the title track from their latest LP. Bounce to it. And what does it have to do with Dreamcast? It sounds suspiciously like a song from one of our fave soundtracks...



D-Pad: N/A

B N/A N/A N/A

O N/A

BROWSER 2.6 DISC EXCLUSIVE



Greatest. Browser. Ever. The latest, greatest version of the Dreamcast browser features, for the first time, MOUSE SUPPORT! No longer must you use the analog stick, or worse, the D-pad to scroll around like some kind of second-class netizen. Add the keyboard, and you are a fully-outfitted Web surfer. Plus: use DreamCall and your Dreamcast to phone friends for free!

Having problems getting your disc to run? Didn't get one with your copy of this fine and upstanding publication? Send your name, mailing address, subscription number (if you are a subscriber), and the issue's date to: dischelp@imaginemedia.com and provide a brief description of what's wrong with the disc as well. IMPORTANT! This contact address is not for game news or information. If you have questions concerning game codes information or Dreamcast news, please refer your inquiries to Sega or the appropriate third party.

Help: dischelp@imaginemedia.com



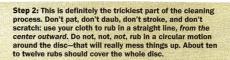
HOW TO GET THE MOST OUT OF LIFE

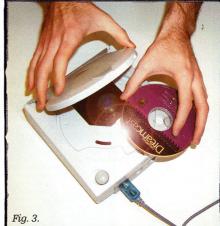
(and your demo disc)

We pride ourselves on good customer service, which is why we want to take the time to show you how to fix up a reluctant demo disc—or any CD, GD, or DVD-ROM for that matter. Got a disc that won't give up the goods? Before you trash it, microwave it, shatter it, run it over with your car or send it to Al Gore—or call the company to ask for a replacement that you just know will take forever to get to you—check out our handy-dandy guide to making disc problems go away as fast as Evan's hairline. Important disclaimer thingy: You can scratch your discs and ruin them if you do this wrong. Proceed at your own risk.

Look at this as a last resort, not normal disc maintenance.







Step 3: The insertion. Let the disc dry (about ten minutes). Now that you've cleaned your disc, the last thing you want to do is get your grubby, greazy little fingers all over it: so please! Do what Evan does in this picture, and hold it gently by the edges. Silde it into place in your Dreamcast and close the cover. And there it is! You're good to go.

Step 1: Acquire some Windex, or another mild glass cleaner (you can even cut it 50% with water). Now, find a clean, soft, plece of cotton cloth, like an old T-shirt. Don't use polyester or terrycloth—and for godsakes, do not ever use a paper towe!! Using anything but cotton could scratch the disc and make things worse. Spray a bit of cleaner onto the cotton.

It's not just the Disc, you see...

Okay, folks, it's about time we gave you a nice, quick refresher course on the display options for your Dreamcast. There are four ways to get video out of your Dreamcast and onto your TV. Here's a rundown:

RF Adapter: This is for attaching your DC to old-school TVs: you know, those wood-esque paneled sets. You actually have to buy a special adapter to use an RF adapter; this is by far the worst option. Things are blurry. Stay away.

Composite Cables: The standard AV cables that come with the system, these deliver pretty good results.

S-Video Cables: A little pricier, but if your TV has S-Video inputs, you'll be amazed at just how crisp and clean the graphics look with this cable.

VGA Box: The ultimate. This \$40 box lets you play Dreamcast on a super-crisp VGA monitor display. It looks great, but all DC games aren't compatible with the VGA box, sadly.



Team ODCM

WHAT A MONTH! Between Shenmue, Jet Grind Radio, Test Drive Le Mans and the Phantasy Star Online preview build (and a few disco naps scored here and there), we frankly didn't get around to actually writing the magazine until this afternoon. Still, the end result was pretty good in our opinion, and we think you'll agree. It's the darkest time of the year, so we decided to ask everyone this month just which games give them the strength to carry on when things look their bleakest...



CHRIS CHARLA Editor-in-Chief

When the going gets tough, the tough get going. And once all of those tough people have left the room, Chris quietly slides in Test Drive Le Mans for a little Prototype Enduro action. He claims that he can now actually race the Brno track blindfolded, including pit stops. Next step: race the entire Suzuki GP track in reverse, and win,



DAN FITZPATRICK

Dan prefers the action of Quake 3 to get out his aggressions when he's feeling tense. A former hobbyist level designer, he's currently hoarding a PantherXL joystick under his desk, and enjoys helping Evan out when Evan plays online. Evan, sadly, isn't much better at Quake than he was at NFL 2K1, you see.



DINA FAYER

Managing Editor No one's ever accused Dina of being commonplace, so it's no surprise that she heads right off the deep end when she's upset: choosing the impossibly cute and simple Penpen Tricelon to get her groove back. "There's just something about that one-button gameplay and the way it drives



FRANCESCA REYES

For Fran, bad moods actually mean that she steps away from gaming toward the big baseball bat she keeps by her desk. "Hey Fran.. everything's cool... just put down the bat..." No, we're just kidding: she actually goes back to all the RPGs she's beat and works to finally finish every single side quest and to level up as high as possible.



Associate Art Director Dave's new favorite game is Chicken Run. "I just love making the chickens get caught," he says gleefully. Dave, as you'll remember from past issues, is a man who's motto is "A chicken in my pot, every single night." He's also been known to strap on the maracas (literally, with electrical tape) for an



EVAN SHAMOON

Associate Editor Evan is all about Tony Hawk's Pro Skater 2. It's that track by Rage Against the Machine combined with the hip clothes, we think. He can play for hours, and now that he's mastered the gap-to-manualto-gap skillz, he is practically unstoppable. It's fun to watch him beat Blake from Next Gen: that improves everyone's spirits!

ILLUSTRATIONS: NASKA C.

LETTER OF THE MONTH

InterNOT GamingFirst off, I want to congratulate all of you for the great

effort on the magazine. It is safe to say that you guys produce the first magazine that is official but still delivers the goods without being biased. It is also safe to say that it kicks ass that DC is beating the odds and hanging around for the battle against PS2. And a tough battle it will be.

The reason I am writing is to see your opinion on how console gaming is evolving into a vast Internet dominance. I may not be the oldest gamer (I'm 15), but ladies and gentlemen, I have experienced everything there is to possibly experience in videogaming for my age, and things cannot get much better than they are now. I am quite an old-school gamer, and when I hear all this talk about console gaming's future going completely online it sickens me. I even read somewhere that the next-generation Tomb Raider is going to have you buying levels monthly on the Internet. Now, I don't know about you, but I believe the point of console gaming is to sit back, relax with a controller in your hand, and play a game to a point in the night where your eyes gloss over and your fingers don't get tired from typing on a keyboard. If I want online games I sit down at my \$2000 PC and really experience online gaming. Do not get me wrong, I have an open mind to any future online possibilities, but I think gaming should stay where it is. Tim Sullivan

Via email

PS: Let us all bow our heads in a moment of silence for the arrival of Shenmue.

This is a hard call, Tim. There's no denying that online is where this industry is headed, but at the same time, it all depends on the quality of the games themselves. Whether a game is meant for offline or online play, if a game is solid and programmed expressly for what it is, it will stand as a classic experience. But if a game incorporates "throwaway" online capabilities just to cash in on the trend, then the potential is clearly wasted.

The ODCM staff is somewhat divided, in a sense, on the issue, Certain genres, like first person shooters, real time strategy and sports games are much more developed in the online arena, and have been tried and tested in headto-head play. On PCs, online RPGs like Baldur's Gate and Everguest are also fine examples of how multiplayer adventure games can be done well. Online RPGs will not replace the single-player games, but will instead become their own sub-genre within the larger spectrum of RPGs.

So don't worry that all games will be going online any time soon or even in the future. It will take some time to iron out the flaws, but multiplayer games shouldn't be underestimated-they provide an amazing experience that often cannot be matched without the element of human interaction. It's true. Facing off against a real human gamer adds that extra element of spontaneity and intelligence that are nowhere to be found when you're fighting a CPU controlled 'bot. We're really excited to watch the dawn of a new movement that has so much potential.

∑ Speed Freak

All right, dear friends at ODCM, here's the deal. I stare dumbstruck at your articles on Phantasy Star Online and mutter things unconciously like "must have." But strangely enough, I am also fighting a phone company who refuses to give me better then a duplexed phone line (i.e., I can only connect at 26.4 Kbps with an 56K modem! Fun!).

So I want to get cable, and I cry because I can't have cable and won't be able to dial in to play Phantasy Star Online. But I am overjoyed to find a LAN adapter allowing me to use cable with my Dreamcast in your mag's Tech section [ODCM #9]. I must have it and I search everywhere I can for information on this godsend. I'm a gamer and a techie. I can make the Net actually tell me things instead of barfing out garbage about cooking better with potato oil or voting in the next presidential election but I get nothing. Nada. Zilch. Even DailyRadar.com seems to think that the adapter is some kind of party event going on in Colorado! Don't tease me. Where is it?

Mike Dunning Via email

Mike, Sega has announced that it will be releasing the broadband adapter, which is basically an ethernet card

that replaces the built-in DC modem, to the US market in January. The \$50 part will allow you to use your Dreamcast with a DSL or

other broadband connection. Interestingly, Sega's ISP, SegaNet, will not be offering DSL. If you want to play Sega games online using a DSL or cable connection, you'll have to

sign up with a third-party ISP that offers it. But since SegaNet already promises awesome speed, most people won't need to bother.

∑ Gain Ground-ed

A friend of mine was searching on the Internet and came across a rumor that one of the greatest games of all time, Gain Ground, is coming to Dreamcast, I couldn't believe it so I went on the Net to do a little searching myself, but to no avail. Is it just a rumor? Or is Gain Ground really coming out on DC?

And someone should develop a game based on the pen-and-paper RPG Car Wars. It would rock. Imagine driving around in armored cars packed to the core with weapons!

They could even throw in side missions like deliveries or something, if they want.

> Rvan Farrell farrel18@snycorva.cortland.edu

Hey, Ryan, it's good to hear that classic games are still remembered by DC owners. Unfortunately, a sequel or remake of Renovation's Gain Ground, which debuted on the Genesis in 1991, is more rumor than anything else. We haven't heard anything on this title with regard to companies working on "secret projects." But if we hear anything about it, our readers will be the first to know.

As for a "car RPG." Ripcord's upcoming Gorka Morka is being touted as a type of vehicular combat/RPG with upgradeable cars which are fully interactive. We have yet to test the game out for ourselves, but you can bet we'll be checking it out in an upcoming issue.

∑ Soliloquel

I keep hearing all these rumors about Sega and Nintendo forming a joint company. What does this mean and is it going to

Are there any sequels coming for Jet Grind Radio or Guts Rage: Sword of the Berserk?

Are there any Mega Man or Time Crisis games coming?

Kevin Capa Kevmcapa614@hotmail.com

While we're unsure what's actually going on behind closed doors, what's on record is that the original news story was a mis-translation of what the actual message was. In sum, the real deal was an announcement stating that a high-level executive had been hired on at Sega from a position in which he had worked with Nintendo. If you apply the "operator, operator" principle to this small story, then you get the end result of "Sega and Nintendo are working together!" But for the record, Sega representatives have cleared up the question and state that there are no plans for the company to pair up with Nintendo anytime in the near future. Although the company's plans to do hand-held gaming (see DCDirect page 13) do give some tantilizing hints...

It's long been rumored that Jet Grind will be receiving a sequel which will feature online and multiplayer modes, but again-Sega has said nothing about it. And as for Sword of the Berserk, neither ASCII nor Yukes has plans for a sequel.



For now, there are no plans for any MegaMan games from Capcom on DC. The same goes for a Time Crisis title from Namco on DC. Bummer, huh? But, who knows what announcements lay around the corner, so we'll keep you informed if anything changes.

☑ Original Sims

Is there any chance of Sega bringing either Emergency Call Ambulance or Jambol Safari to Dreamcast? Both these games rule in the arcade and it would totally reek of awesomness if I could play them on my DC.

B'lo Average
DarkkLotusNINJA@aol.com

The news is grim so far on these two titles ever making it to DC, B'lo. Sega's spokespeople claim that it has to do with the technology difference between the arcade versions of Emergency Call Ambulance and Jambo! Safari and the DC. Apparently, neither of the arcade titles is actually on the DC-friendly NAOMI board, but something different such as the Model 3, dual NAOMI or the mysterious Hikaru board. But Sega is still



This game makes San Diego's Wild Animal Park look tame.

evaluating the titles for port to see if it might be worth it, so we'll definitely be writing it up in these pages if there's hope on the horizon

XX Kill Your Television

I have had a Dreamcast for about nine months now and I love it—except for one small thing. We own a 50-inch TV and when the system is loading everything seems fine. When the game is ready to play, about two inches of the picture is chopped off all the way down the left hand side of the screen. I assumed it had something to do with the projection TV, but when we hooked it up to the bedroom TV (32 inch) it did the same thing. Is this a system flaw? Every game I own for DC does this. Any help in explaining this phenomenon would be appreciated.

Jeffrey j.jones2@att.net

We're unsure if the problem you're having is stemming from your system or from using the system on a projection TV. We've played our DCs on big-screen televisions, but never on screens larger than 40 inches (we'd like to remind you, by the way, that it's okay to have friends who own smaller TVs than yours). You may want to check with Sega's tech support line (800-USA-SEGA) for help on the matter as it might be something wrong with your specific Dreamcast system. An even better solution, of course, is to send your faulty 50-inch screen to us—we'll be happy to send you our perfectly functional and far-more-portable TV in return! That way, evervone wins.

☑ Four Word Letter

I go online with my Dreamcast a lot and I was wondering if in order to play the online games (like NBA2kI) do I have to sign up for SegaNet or can I use my own ISP?
Will an updated version of the Web Browser 2.0 ever come

out? And if so what will be it's capabilities?
In **ODCM #04** there was an article about
THQ's plans to release *Wrestlemania 2000* for DC
in the fall. I haven't seen it yet and I was wondering
if there are still plans to release the game? And when
is bleem! ever going to come out?

Brice Beck
bb toocool23@yahoo.com

You don't need SegaNet in order to play any of the Dreamcast online games, but you do need an ISP. Whether it's

Revealed: The Rock is really Rob Schneider (formerly of SNL) in his skivvies. SegaNet, Earthlink or something else, you should have no problem getting your game on across the network.

Look no further than the ODCM demo disc snuggled tightly in with this very issue, Brice! The latest demo includes Voice Over IP software and other various upgrades for your DC browsing needs.

We've never confirmed that THQ would be bringing over Wrestlemania 2000 to Dreamcast, we were merely suggesting that that might be the wrestling title headed for DC on the THQ ticket. The mystery wrestling game for DC ended up being WWF Royal Rumble, instead, and the company has no plans to release any more DC wrestling games beyond this. Sorry for any confusion.

We'd sure as heck would like to know when bleem! is coming out for DC, as well, Brice! It's been postponed and delayed since its original release date of July 2000, and the company has been very hard to pin down in regards to specific date. Therefore, it's a wait and see situation for now. We just hope that they get it out sometime within the coming months, but we'll keep you posted.

I Baldur's Wait

Before I first got my DC, I read in a pre-release book of some kind about *Baldur's Gate* coming to DC, but other than that, I haven't heard a peep about it! Do you know if it will be coming to DC at all? Thanks a lot.

Aaron Gretsinger adg13@crosswinds.net

Bad news, Aaron! While the PC RPG phenom known as Bloware's Baldur's Gate was originally planned as one of DC's first online epics, it's since been cancelled. But, fortunately, there are other online RPGs on the way, like Phantasy Star Online and FarNation, so don't fret!

™ Trigger Happy

Does the MadCatz DreamBlaster lightgun work for Silent Scope on Dreamcast, or do you need to use the original controller? Or will some third party peripheral maker create a whole new gun?

Unfortunately, RED, none of the DC lightguns, licensed or not, work with Silent Scope. In fact, Silent Scope is not a lightgun shooter in the House of the

Dead 2 sense. Its arcade counterpart used a specially made sniper peripheral that has no real equal in land of console attachements, so you'll have to depend on your trusty DC controller to do your shooting for you.

☑ A New Chapter

How many chapters of *Shenmue* are there going to be for DC? Somebody told me there were going to be 20, but that sounds like too many. What's the real deal?

I know almost nothing about SegaNet except that you can play games online and send email. Are you able to surf the internet too, just like on a computer with another ISP?

When is ESPN Baseball Tonight coming out? It was supposed to come out in April, then August, then November. Now when is it going to be released?

Eric Via email

Shenmue is a play-it-by-ear sort of series according to the game's creator, Yu Suzuki. Supposedly, every "chapter" of the game can be held up as a stand-alone product, but the grand plan is to produce 16 complete chapters. But don't get the number wrong, Eric. "16 chapters" doesn't necessarily translate into 16 separate games. In fact, it's rumored that sequels would incorporate multiple chapters rather than one single chapter (like Shemmue: Chapter 1—Vokosuka). Sorry if this is confusing, but this is basically where the series stands. Hope it answers your question.

SegaNet is a fully functioning ISP with email, Internet

browsing abilities and online gaming. No virtual stone is left unturned if you have it and you can use SegaNet as your primary ISP.

According to Konami, ESPN Baseball Tonight has been postponed until next year, perhaps to coincide with the start up of the baseball season. We'll keep you updated.

∑ Chat Boom

When will the new DC microphone (and long distance system) come out in the US, sold separately from Seaman?

When will 18 Wheeler American ProTrucker be coming out?

I heard that in the upcoming Soul Reaver 2, you get to suck blood instead of souls. Is this true?

Corey

coreyB11@hotmail.com

The DC microphone should be out in stores in a separate package from Seaman right now!

Can't wait to get truckin'? Read our full preview of 18 Wheeler in Coming Soon and then start saving. The game hits stores in just another month or two.

That's just crazy oldskool vampire propaganda you've been hearing, Corey. SR2 has Raziel sucking souls, like always, so don't believe the hype.

Four out of five Reavers say that souls taste better than blood, anyway.

☑ The College Try

I have been playing Dreamcast for quite a while now, and I have to say that NFL 2K1 is the greatest sports game ever (personally, it's the best game I've ever played in any genre). From what I've seen of Madden 2001 on PS2, NFL 2K1 blows it out of the water. But here's my question: Is Visual Concepts ever going to make a college football game? If they are capable of producing a game as great as NFL 2K1, surely they could do it again with a college game.

Are they having trouble obtaining permission from the NCAA? I work at a software store here in Louisville and have already been asked by at least five or six people about a future NCAA game. Same goes with NBA 2K1 and a possible college basketball game. Just wondering if you have heard anything about future college sports games. Thanks, and keep up the good work!

Brent Willian Louisville, KY

At this moment in time, we're sad to report that Sega has no plans in the immediate future for any college sports games via Visual Concepts, but this isn't to say that another third-party publisher doesn't have some plans in the works that they're not currently talking about. We just haven't heard a thing regarding NCAA games on Dreamcast, which seems a shame since they're just as popular as pro sports games. It's a wait and see situation, Brent, so stay tuned.

A LITTLE TO THE WRITE

A little goes a long way, and a lot goes even further. So, get scribblin' and send **ODCM** all your fits of Dreamcast fancy in email or snail mail form and get your questions answered. Wanna know what Yu Suzuki eats for breakfast? Ever wondered why Sonic wears shoes but no pants? Can't quite figure out why we run so many freakin' pictures of Yuji Naka in every issue? Then write to us. We may have the answer. And if we don't, then—well, then we don't. But don't let that stop you. Send it to: **ODCM, c/o Imagine Media**, **150 North Hill Drive, Brisbane, CA 94005**. Call us

techno-snobs, but email is absolutely fabulous at: dcmag@imaginemedia.com

THIS MONTH

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Shen woo hoo 18
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Senior Sega

Bellfield told

ODCM that future

will likely be

iterations of the

Dreamcast system

integrated into a

one- or two-chip piece

of technology, which

can be licensed and slotted into any number

such as DVD players.

DC FAST FORWARD

Evolution or Revolution?

Dreamcast takes two giant leaps into the future

There were a few surprises at Sega's recent Executive Games Summit. But our eyebrows raised the highest when Charles Bellfield, VP of Corporate & Marketing Communications, gestured at a Dreamcast and said, "Will we ship a box like that in two years? No."

Yikes. Is it all over for Dreamcast? Not at all—"The

Dreamcast platform remains central to our plans going forward," says Bellfield.

Confused? Don't be. Sega is simply announcing the next step in the evolution of its system. "Sega's future is all about delivering content," said Bellfield, which is one of the reasons the company is looking to develop for hand-held platforms (see related story, next page). To enable the company to deliver its games on a whole array of systems, the Dreamcast itself will soon acquire an inexpensive multiplatform architecture.

What does this mean? Three things. First, the Dreamcast architecture will be integrated into a one- or two-chip piece of technology, which can then be licensed and slotted into any number of consumer devices—like DVD players or even PCs.

Second, the company wants to take its current

"free system" business model to the next level. Right now, you can get a rebate for the cost of the Dreamcast by subscribing to SegaNet for 18 months. In the future, says Bellifield, "You can think of it like a cable box or digital satellite dish. You'll pay to get the content, but you don't pay for the hardware." So Sega will be able to afford to give Dreamcast technology to anyone who wants it, thanks to saving a fortune by reducing the system to a couple of Frito-sized chips.

Third, and this may be the most exciting

part, "The technology of Dreamcast is designed to scale easily," says Bellfield. Translation? Since the underlying Dreamcast technology—NEC graphics

"Sega's future is all about delivering content

Charles Belifield

hardware, Hitatchi CPU, and RAMcan all be improved upon in future iterations, it will be. And does this mean that a Dreamcast 2 is in the offing? "No," he says. "That implies the old, console way of thinking, and we're simply moving beyond that." Developers will continue to use the same unique development environments, APIs, graphics

libraries, etc, so there won't be the learning

curve of a new system-they'll just be able to get more out of Dreamcast. And us gamers will suddenly be playing on a more powerful gaming system.

And will current Dreamcast owners we be able to play games written for upgraded, don't-call-it-DC2-hardware? Forward compatability (playing new games on old systems—as opposed to backwards compatability, or playing old games on new systems) isn't a reality yet, but it could be within the realm of possibility.

In short, the future for Dreamcast has never looked brighter. If Sega manages to proliferate Dreamcast technology into multiple devices, from DVD players to set-top boxes to who knows, we may see the Dreamcast become the first console to break out of the traditional mode and become its own multiarchitecture gaming platform. And that...well, that would be really cool.

PARTNER UP

So, just who will Sega partner with to bring the Dreamcast architecture to a wider audience? The company isn't talking, but we can at least tell you who it isn't partnering with-Sony, which has its own small game division with a combo gameplayer/DVD player out now; Panasonic, which has made a deal with Nintendo to include GameCube technology in its DVD players; and Toshiba, which is already in bed with Sony thanks to a deal regarding joint manufacture of PS2 chips. Which leaves Thompson/RCA, JVC and Samsung as the biggest brands who could conceivably decide to add gaming to their DVD player offerings.

Sega teams will develop for multiple platforms... Relax, it's not what you think

IT'S OFFICIAL. SEGA'S TOP DESIGN TEAMS ARE GETTING READY to develop for multiple platforms. But, before you go unplugging your Dreamcast and getting ready to put in the closet, consider this. The multiple platforms don't include any other videogame consoles-Dreamcast is central to Sega's content development. Instead, according to Sega, the company is looking to deploy its intellectual property (lawyer talk for its great characters like Sonic, etc.) on handheld platforms.

In other words, Sega games could appear on handheld gaming systems (no one mentioned Game Boy or Game Boy Advance, but frankly, they didn't have to), mobile phones (the company already has a deal with Motorola to deploy games on some of its new phones), and palm-top devices that are now powerful enough to play emulated or native version of Sega's 16bit hits like Sonic 2 or Shinobi.

Alexander: The Road to Percia

FANS OF STRATEGY ON DREAMCAST SHOULD REJOICE: A PROMISING NEW

strat game is heading to DC in Japan...and here's hoping it makes it over! As young Alexander, you'll be expanding your empire towards Persia-and it features several twists on the standard strategy theme. First, deploying the right troops with the right general for each given



Will we be calling this game Alexander be Great? Almost definitely. And will it conquer America? Who knows? Check back for more soon.

So what does this anime girl have to do with game's being leveloped in Japan, so of course, it's been given a Japan-ese



Japanese Envy

Creating a new world from the ground up is easy with Dream Studio. As long as you live in Japan.

QUESTION: What's Japanese, cooler than anything, and not-repeat not-scheduled for US release anytime soon? Dream Studio, Sega's new 3D adventure/RPG maker. The system lets you design characters, create 3D environments, and develop time- and event-based scenarios so you can take a swipe a making the next Grandia. Once you're done, you can save your scenarios to VMU or upload them for others to play. So when's this awesome RPG-making tool coming to the US? Not any time soon, unfortunately. Because the system is so text-based, localizing it for US release would be a major undertaking. We're still hopeful, though, that this game genesis tool will ship in the States sometime in the next year. Maybe. We hope.







Dream Studio's text-based interface would be a nightmare to localize for US release.





SEPARATED AT BIRTH





Resident Evil's Claire That '70s Show's Donna

Chris' private (now public) and unwholesome obsession with the admittedly gorgeous star of That '70s Show spurred this month's choice for Separated at Birth. We couldn't help but notice how much Donna looks like Resident Evil's resident babe, Claire Redfield. Here're a few points of similarity:

(a) They both have red hair.

(b) They both wear chokers.

(c) They are both dismayingly sexy.

(d) They both kill (or drink) zombies.

(e) They both really like Chris (or at least, they

do in Chris's fantasyland-we think).

(f) Their luscious lips-shaped EXACTLY the same way!-just beg to be kissed.



COLUMNS SEGA 1993

Okay, Sega, this should be a no-brainer! The original Columns is acknowledged to be so good, it's going to be one of the charter titles on the new Smash Packbut what we want now is a complete update for Dreamcast, An update complete with...dare we



say it...INTERNET MULTIPLAYER. If it ain't online, it ain't our bag. Booyah. Note to Sega: Make this happen



DEOT OFFEING HIELD,	1101. 2000
1 SEGA SPORTS NBA 2K1	SEGA
2 SHENMUE	SEGA
3 SEGA SPORTS NFL 2K1	SEGA
4 CRAZY TAXI	SEGA
5 TONY HAWK'S PRO SKATER 2	ACTIVISION
6 JET GRIND RADIO	SEGA
7 READY TO RUMBLE: ROUND 2	MIDWAY
8 QUAKE III ARENA	SEGA
9 SONIC ADVENTURE	SEGA
10 SEGA SPORTS NEL 2K	SEGA



We want it badly:

- 1. Guilty Gear X
- 2. Sonic Adventure
- 3. Shenmue 2

4. Outtrigger

You want it badly:

- 1. Shenmue 2
- 2. Dragonball Z 3. Dragonball Z
- 4. Dragonball Z
- 5. Dragonball Z

We all hope & pray for:

- 1. NIGHTS 2
- 2. Soul Calibur 2
- 3. Panzer Dragoon Saga 2
- 4. Streets of Rage 4 5. Herzog Zwei 2

You're dying to play with:

- 1. DVD player 2. Zip drive
- 3. MP3 "solution"
- 4. Broadband adapter

Gaga for Segagaga? Weirdest. Idea. Ever.

In a bizarre case of art imitating life, Sega Hitmaker (best known for Virtua Tennis), is planning to release a management sim for Dreamcast. In this game, titled (we kid you not) Segagaga, you'll play the head of Sega as the company attempts to take over the gaming business. Sold online only in Japan, don't expect to see it over here—although if it does make the journey, we expect Peter Moore to do the strategy guide.







Calling All Dreamcasts

DreamCall uses the Seaman microphone to make phone calls over the Internet. A separately packaged mike is in the works.



DreamCall: Use the Internet to screw the phone company

NOBODY LIKES THE PHONE COMPANIES.

We don't, at any rate. Which is why we're hella excited about DreamCall. a new feature of Browser 2.6 (which comes, by the way, on the GD-ROM included with this issue).

DreamCall enables you to use your Dreamcast's Internet connection in combination with the Dreamcast microphone (currently available with Seaman, soon to be available separately) to make free Dreamcast-to-Dreamcast calls anywhere in the world. Got a little friend in Pakistan? Call her for free.

DreamCall also lets you make calls to the outside world (that is, regular people on regular phones) using your Dreamcast. Unfortunately, these conversations will cost you a steep 5¢ a minute-but then, there's no long distance fee, so you still might be saving money.

How's the quality? Not too bad, although there's a slight delay and a tiny bit of distortion. We'd rate the quality much higher than, say, Houstonto-space shuttle communications, but lower than that of regular phone or digital cellular. It's more like analog cellular quality.

Of course, you'll probably have to email your partner to set up a time to call, since your Dreamcast needs to be on, online and running the browser to receive calls-unless your game is programmed to monitor for DreamCall activity, which none are-but what the technology lacks in spontaneity, it more than makes up for in free-ness.

And predictably, the DreamCall technology will be showing up in games soon. Alien Front Online (see Coming Soon, pg. 56) will be the first title to use it.

With Sega's new **DreamCall software and** a DC microphone, you can make long distance calls to other Dreamcasters for free. The software is built into the new Browser 2.6which just happens to be included on this month's demo disc.



What's Your Type?

From horoscopes to horrorscopes

Why do so many games tell you the blood types of the characters? It's a Japanese thing; in Japan, people look at blood types the way we look at horoscopes here in the US. According to the Japanese system, your blood type determines your personality.

Here's a handy index to help you understand how blood types are used in games.

Type A Pluses: Honest, trustworthy, hardworking, loyal,

law-abiding

Minuses: Finicky, hard to please, sneaky, unstable when drunk

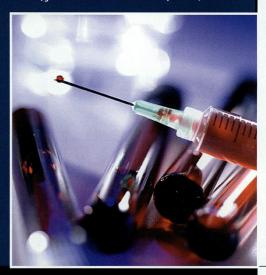
Type B Pluses: Adventurous, passionate, friendly, independent Minuses: Lazy, indiscreet, unpredictable, bossy

Type AB Pluses: Sensitive, powerful, friendly, well organized **Minuses: Too** proud, a playboy, vain, hard to get to know

Type 0 Pluses: Strong, athletic, sexy, forthright, very ambitious

Minuses: Insecure. too idealistic, big mouth, jealous

(The most common type in Japan is A. In the US, it's O.)





Nice Package!

My god, it's full of Genesis games...

Starting in January, Sega's going to deliver something that console buyers haven't seen since the 16-bit days: a pack-in game. Well, twelve of them, actually. Sorta.

Here's the deal. Starting in January, there will be a new Dreamcast retail package available, the Smash Pack Bundle. Although all of the details aren't fully fleshed out, it looks like it will cost \$169—and it's going to come with one of the most awesome

On the Smash Pack disc will be SegaSwirl, Browser 2.6 (also found on this disc, FYI), Virtua Cop 2 (with light gun support!), and—get this—ten emulated Sega Genesis classics! Sega has been offering pay-to-play emulated Genesis games via its online network in Japan, but these will be complete games on the disc. No word on whether



or not we'll be able to get our greedy little hands on the technology so we can slide you a couple of free Genesis games with each issue, but we're working on it.

The games included will be Sonic the Hedgehog, Altered Beast, Streets of Rage 2, Golden Axe, Vector Man, Revenge of Shinobi, Columns, Phantasy Star II, Shining Force, and Wrestle War. Holy crap! That's a lotta good Genesis games.

Although Sega is being coy about plans for releasing the Smash Pack as a standalone disc, we'll eat our spats if the disc, or something very similar, doesn't come along soon after the Smash Pack Bundle is released.







Shenmue: Woo-hoo!



Ryo and friends make their official US debut with a huge party—ODCM crashes it

TO MARK SHENMUE'S OFFICIAL

release, Sega went straight to the top: Shanghai 1930, San Francisco's swankiest and most exclusive Chinese eatery. Fittingly, this restaurant was also the site where Sega first revealed the existence of Shenmue, way back in 1998.

The international videogame digerati turned out in force for the event, where they were wined, dined and entertained by live jazz and a troupe of traditional Japanese taiko drummers (who were actually playing outside and weren't technically part of the event-but cool nonetheless), and more Sega staffers, local celebs, and game journos resplendent in logo-ed T's and nappy jeans than you could shake a stick at.

The highlight of the evening was when Shenmue creator/god Yu Suzuki himself picked up the mike and gave a speech, about 'mue's development and his expectations for the game in the US market. (In brief: He hopes we like it.)

Sega President Peter Moore spoke to the crowd too, about the incredible success of Dreamcast so far and his

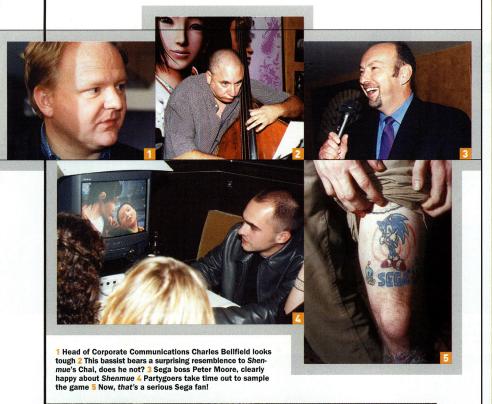


The highlight of the evening was when creator/god Yu Suzuki himself took the mike



Dreamcast News Network













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ARCADE ACTION

Quarter Pounders

... and no cheese at Sega's private arcade show

SEGA SHOWED OFF ITS LATEST

goodies at a recent private arcade show in Tokyo, and we (or at least our correspondents) were there. Most impressive game? Probably Air Trix, Sega's next-generation arcade skater. Using a hardware setup like Top Skater, it adds serious vert skills and a lot more tricks for an incredible punch. Coming home? Maybe. Maybe.

Definitely coming home? The radlooking Samba De Amigo 2000. It sports our favorite 2D/3D monkey along with tons and tons of new songs, which feature a Caribbean flavor this time. So far, there's no word on US songs this time around, but we're hoping against hope that "Who Let the Dogs Out" will not be among them.

Bottom line? Sega's still got it, and it looks like it may come home...

Samba 2000 features much more difficult action, including all sorts of new moves and poses guaranteed to embarrass you to death in the arcade, at home, or even all by yourself, just thinking about them. In short, the world's best party game is about to go totally off the hook.



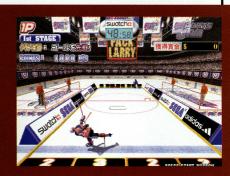


Okay, so first check out the graphics, and then bow before the might of Sega's arcade game designers. *Air Trix* looks like it is going to totally change the world. The only question: will its deluxe hardware control scheme (an actual skateboard) allow the play to translate to the home, or will this be an arcade experience only? Time will tell.

Hockey on Dreamcast?

Believe it, baby. Maybe..

It's not on Dreamcast yet, but Sports Jam will be headed there soon if there's any justice in the world. Sega's latest arcade classic features arcade takes on eight different sports (including hockey, soccer, golf, football, basketball, biking, basketball and tennis) on over twelve stages. The game uses a simple two-button control scheme, and is designed to test your accuracy at every sport. A two-player mode is included (of course), and since the game comes on a GD-ROM—even in the arcade—we're hoping it will be an easy port to Dreamcast. We'll have more on this promising arcade romp as soon as we can pry more info out of Sega.











What Grand(ia) Voice Acting!

ODCM gets the skinny on good vocals

One of the best things about Grandia II is the fantastic voice acting. How'd UbiSoft do it, when the standard of voice-overs rarely has risen much beyond the laughable "Jill, you are the master of unlocking," school set by Capcom in the original Resident Evil? Hiring a professional director helps. ODCM took the old Corporate Jet (well, technically, it was United's corporate jet) to LA to get the goods from Grandia II's voice director, Kris Zimmerman—who's probably best known for her work on Metal Gear Solid.

ODCM: What's the main role of a voice director?

Kris Zimmerman: I get performances out of the actors once they're hired. And I help cast and choose actors for the game. With that comes what some people would call producing: coordinating, setting-up, budgets, etc. But I don't call myself a voice producer by trade, I prefer to refer to my work as voice direction.

You've worked in a lot of fields: which do you perfer? Cartoons? Games? TV? Why?

It's all very similar, actually. My skill is the same regardless of the project. Games tend to get done quicker as they're more concise. This allows us to focus on what we're doing and to become completely absorbed in the story while we're working on the project. Cartoons tend to be strung out over months. For *Grandia II*, we did eight sessions, which would have taken eight to sixteen weeks in cartoonland. Games are more intense...in a good way.

What were some of your impressions of videogames when you first began doing work on them, versus how you view videogames now?

Games are so much better now. Story content has gotten much better. It is *much* more story-oriented now. There aren't as many arbitrary choices. It used to be you had to say something fifteen times depending on what the player did in the game. Now you still have as many avenues through the games, but the ways you can get through them are much more interesting, and not as repetitive. [Games are] much more complex now. The largest game

I've ever done was Metal Gear Solid. When I got the script, I thought it was one giant pile to hand out to all the actors. But then I realized that the 900+ pages before me was just my copy. With Grandia II, the path through it is so interesting. I really liked the story. What's funny is that I have a 12-year-old son and he couldn't care less about the cartoons I've done. The minute his friends realized I worked on these games, I became his hero.

What videogame voice-over direction have you previously been involved in?

Metal Gear Solid, Star Trek Voyager: Elite Force, Deep Space 9: The Fallen, Tenchu 2, Alundra, The Sydney Olympics, Revenant, Heretic II and Zork: Grand Inquisitor.

The RPG fanbase is one of the pickiest subsets of video game fandom. Have you found this worrisome? Did it affect decisions you made about *Grandia II?*

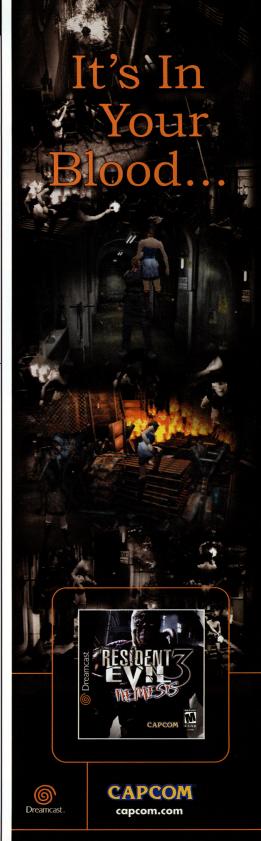
No. I know that I'm giving them the best people available for the role. At that point, the story and the timeframe for recording was adequate, so we were going to get a good game. And we had that with *Grandia II*.

RPG localizations suffer from time and budget constraints. Have you run into any problems?

Sound localization is an expensive thing. The studio is very expensive. The actors are expensive. And the actors only work a set number of hours per payment. Without knowing the client [UbiSoft] going in, you never know how much they participate or how clear they're going to be once we start. The difficult thing is trying to figure out how to budget the actor's time. They had an aggressive schedule, but we met it. They had the editors working immediately on the raw data. It was a massive team effort.

What's your opinion on voice acting in videogames?

It's gotten so much better. I know that when my son started playing games, I was appalled at how bad it was. It was like they were casting family members to do roles. I think companies like Ubi Soft are starting to listen to the fans and beginning to investigate how to do it right. And not only to investigate, but to succeed.





EORBIDDE GAMES of



ODCM UNCOVERS THE SHOCKING TRUTH: YOU

JAPAN

arning: There are certain games us Western gamers were never meant to see. Games so Japanese that they violate all import requirements for cuteness and weirdness. Games based on concepts so foreign to traditional US gamers' tastes that for even suggesting that a company publish one over here, your average product acquisition guy would probably be given three months sick leave (or be quietly asked to clean out his desk). ¶ But Japanese gamers aren't insane. They just enjoy some genres that you probably never even knew existed. But what do you expect from a country where people play golf on top of skyscrapers, go angling in glorified swimming pools, and where the number one best-selling Dreamcast title—ever—is Seaman: a game in which you interact with a moody fish who's even better than your therapist at telling you why you suck. ¶ Over the next four pages, we'll take you through the best examples of a whole new gaming world...which you'll probably never see anywhere else. Will any of these games ever come to the US? Probably not. Should they? A tough call. We don't like being denied any choices, and if Infogrames will bring out Pen Pen, surely someone would be willing to release Tokyo Bus Guide. Anyway, without further ado, get ready to take a look at exactly what you've been missing...

FORBIDDEN GAMES

CASE STUDY #1

DATINGS

Simply-animated dating interaction games have been popular in Japan since the days of the SNES console. They mostly revolve around a male hero (i.e., you) trying to win the affections of a certain girl, or, if you're lucky, a series of girls.

The courting procedure is usually undertaken by selecting options from various menus and watching the results play through onscreen. For example, in Memories Off. there's a point where you spot your 'love interest' a few cars away on the train. You're provided with two options: should you shout at her, or go and sit next to her? Of course, you don't need us to tell you that the latter would be the more charming manuever. It doesn't sound very thrilling, does it? But in a reserved and conservative society, this sort of game provides light-hearted 'practice' in charming the opposite sex for adolescent would-be romancers. Plus, they're usually very funny, working like interactive versions of more light-hearted anime.



TOKIMEMI MEMORIAL

Tokimemi Memorial takes a slightly different approach to the dating genre, but it still manages to capture the same appealing elements. After getting into the exclusive Kirameki High School, you meet a friend from your childhood named Fujisaki Shiori. She is in the same class as you are, and during your three years at the school, you strive to impress her—and ultimately, to win her love. To do this, you must excel in academic areas and in sporting prowess...which means that you'll have to go a lot further than simply flirting a bit and making an awkward pass at the school dance.





White Illumination Date girls in the upper-crust sections of Japanese cities...if that sort of thing is your bag.



Photo Memories Yet another inscrutable title hides yet another standard date 'em up.

In a reserved and conservative society, this sort of game provides light-hearted 'practice' in charming the opposite sex for adolescent would-be romancers.

TOKYO BUS GUIDE



As a bus driver in—you guessed it—Tokyo, it's your goal in life to be the best damn bus driver ever to grace the streets of Japan. To achieve this title, you'll have to be pointlessly rude to customers and occasionally hit the pavement, sending old women collapsing into the aisles... no, that would San Francisco Bus Guide. Instead, you must drive under the speed limit, indicate before turning, and be polite. The result is amazingly addictive and very underrated in terms of complexity and interaction. Japanese gamers were so thrilled with the game that Sega has actually taken up the cause, and is in the process of converting Tokyo Bus Guide into a full-fledged arcade title replete with driver's seat.

CASE STUDY #2

WORK

Japan is a nation seemingly obsessed with work. Well, that's not exactly true—they just do a lot of it. All the time. Absenteeism is unheard of, overtime is mandatory loffice employees sometimes sleep at their desks after working until 4aml, and people have even been known to work themselves to death.

Maybe that's why games that simulate employment are so immensely popular there. And we don't mean loony knock-offs like Crazy Taxi; we mean accurate simulations. The smash hit arcade and console title Densha De Go! for example, enables players to drive a commuter train around Japan. Even Shenmue provides a little work-related fun, enabling you to stack crates in a warehouse.

Although they sound ridiculous, these work sims are surprisingly therapeutic, enabling you to indulge in careers you'd never usually dream of. Just don't expect to be paid for playing.



Winning Post
Spend a day at the

races in true Marx Brothers fashion. Train your own Derby horse and prep it for some serious racing action. You'll win money and kudos if you manage to get the formula right.

Let's Make a Soccer Team

All budding chairmen can hone their skills in the J-League. You'll be responsible for staffing your office by choosing everything from a secretary

to the color of your team's jerseys in order to build the perfect group of soccer players and take the cup.

Densha De Go! 2

Chugging over Japan in trains has never been

so much fun. The original in the arcade was so successful that the *Densha* series has spread to piloting planes.

LET'S MAKE A PRO BASEBALL TEAM



Let's Make a Pro Baseball Team goes pretty far into the nether regions of an often mysterious world. You're able to hire and fire everyone from secretaries to players to executives; you're also in charge of overseeing the team, tending to the club's finances, choosing the equipment—you can even get involved in stadium acquisition and development. Everything, basically. But to keep it out of the PC-dullard stat-based realm, Sega decided that a 'massive-head' mode was essential for the players, as were over the top bright and cute graphics.

FORBIDDEN GAMES



DANCE DANCE REVOLUTION

This home version of the arcade favorite (which East-born experts use merely to practise on for their proper arcade showdowns) comes with its own dancing controller—a floor mat with four arrows on it.

Gameplay is simple; just choose a tune, and then, as arrow symbols appear onscreen, step on the corresponding arrows on the mat to make your onscreen character dance like a bubblegum-pop vixen. The more precise you are with your groove, the more points you get. As a bonus, you'll shed a few pounds.

Super Producers

In this music/work hybrid that enables you to manage a J-Pop star, you'll be able to audition potential singing starlets from a group—and then managing her whole career is up to you from there on out. Will she be a hyper hip-hop cutie or a tradtional pop superstar? You choose her music, her look and her video work. Do it right and you'll land on the music charts.





A-Groove for the puzzle fan set, you'll use classic combos to bury your light-footed opponents.

Sonic Team PowerPlay

It's not really a game, it's Sonic Team's best audio achievements. Yes, you heard

soundtrack than a real game, which roughly translates into "you're lucky if the import store even carries this."

Real Sound 2

A game with no visuals soothes your soul; it's an especially great game if you happen to be blind. We hear.

CASE STUDY #4

MUSIC

Since Konami's DJ-ing sim *BeatMania* hit Japanese arcades, rhythmaction games have exploded in popularity—and the craze shows no sign of abating. The genre is probably popular for the same reason karaoke is so huge in Japan...it gives usually-restrained office workers the chance to show off in front of their friends in a semi-controlled environment. (It's also, we can attest after having spent some time in dancing arcades in Shinjuku, a great way to break the ice with the ladies.) Of all the crazy Japanese genres we've covered so far, this is probably the most accessible to US gamers, with titles like *PaRappa the Rappa* and *Dance Dance* doing reasonably well on PlayStation, and *Samba De Amigo* drawing a good amount of attention on DC. In this section, you'll find examples of several more musical oddities which might just tickle your aural fancy. Will they ever come to the US? Well, never underestimate music to bring gaming nations together.

POP'N MUSIC Pop'n Music is as simple as your average

Pop'n Music is as simple as your average pop star, but more fraught with tension than the **ODCM** office at deadline (and that's pretty damn tense). All that is required is that you tap the appropriate button at the same time that it's indicated on the screen.

Fronted by super-furry animals, *Pop'n Music* is a top package, especially with the optional controller, which is a trapezium-shaped block full of buttons. The frenetic button pushing may wear a little thin, but its fast-paced fun is unbeatable. As with *Dance Dance Revolution*, this is a party game by definition, and a splendid one at that. It's just too J-Pop-oriented and downright strange to ever see a release in the West, though, which is unfortunate.

CASE STUDY #4

MANGA

It would take a whole book to explain the possible origins of manga and the many definitions you could put to the term. However the modern use of 'manga' as a catch-all name for Japanese comics has been around since the 1960s, when legendary artist Osamu Tezuka created *Astro Boy*—the story of a cute android crime fighter and his mad professor inventor.

Since then, manga and its animated equivalent, anime, have grown into national obsessions—with books, animated series' and animated films aimed at everyone from schoolboys to housewives. Shoji Kawamuri's popular Macross was one of the first major manga titles to become a game, released on Nintendo's Famicom (known as the NES in the US) in the 1980s. From then on, many generations have seen manga and anime franchises achieve international success.

Dreamcast examples include Gundam, Kikaioh (Tech Romancer in the US), Bangaioh, Record of Lodoss War and Sakura Taisen. Most include lengthy anime cutscenes, which is cool if you enjoy Japanese animation.



Nadesico the Mission

An attractive outer-space strategy game based on the popular anime, for people who consider themselves to be savvy armchair generals of some sort or another.



Aa! Megamisama Quiz

Quiz-tastic arcade-to-DC port featuring the lovely leading ladies of the cult favorite anime and manga series Aa! Megamisama (Ah! My Goddess in the US).

The game is a mixture of CG and animated events influenced by how you answers various series of questions asked by Belldandy and Co. The big draw for fans will be the inclusion of all-new characters not found in either the anime or the manga. This is definitely an otakuonly sort of event.



Langrisser Millennium

Though technically not spawned from a manga or anime, the *Langrisser* series is beloved amongst the audience for both mediums mainly due to the series' strong storyline and character designs by renowned manga artist Satoshi Urushihara (*Chiralty*, etc.)...with the exception of *Millennium*.

All five installations in the series have been strategy RPGs with a concentration on massive battles similar to the *Shining Force* series, but with even more depth and skill required.

Manga and anime are national obsessions: with books, animated series and films aimed at everyone from schoolboys to housewives.



The Sakura series is one of the most precious and well-respected brands Sega has in Japan, and Sakura Taisen 1 & 2 are the remakes of Saturn classics. In typical manga style, you join a secret organisation fighting against All Evil (hmmm, quite an ambitious remit). There are tactical battles aplenty, but these are some of the oddest you'll ever fight.

You command the Hanagumi Clan of female warriors in mech suits, and the way in which you interact with them determines the success of your campaign. Points are given for saying the right things at the right time—i.e., encouraging them during battle instead of hitting on them. The manga theme is handled by Fujishima Kosuke, who has also worked on the excellent Ah! My Goddess manga series. It may prove impenetrable to most Westerners, though.

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Fight hand-to-hand or with 9 different weapons, including trip wires, repeater guns and sniper rifles.



Activate stealth mode to sneak by your enemies or go turbo for superhuman strength and speed.



Battle through 28 intense missions in 7 mind-blowing environments.

All screen shots are from the Sega Dreamcast game console.





The terrorist group DREAD has stolen a deadly biological weapon and is planning to lay waste to the planet. But there's one major obstacle: super agent max Steel. Infused with nano-technology and armed with an arsenal of weapons, he's got superhuman strength, blazing speed and the power to go stealth. In other words, he's the one to call when the other agents don't want to get their tuxedos dirty.

















investigates
how videogames
courted the
underground,
hijacked the
mainstream
and never
looked back.

Dark bedrooms. Sweaty control pads.

Unwashed sweatpants. We could go on and on about videogaming's sordid past, but it's a story that already been well-documented (and—erm—Chris would rather not reprise his misspent youth). These days our favorite pastime suffers no such hang-ups, having undergone a gargantuan transformation from nerdy, reclusive hobby into billion-dollar, Hollywood-dwarfing entertainment behemoth.

How did it all happen? Was it back in 1992 when a million copies of Sonic hit stores nationwide on 'Sonic Tuesday'? Or was it when the British too-hip-to-see-over-its-own-pelvis lifestyle/culture mag *The Face* slapped Lara Croft on its cover? It's almost hard to believe today, when PlayStation2 shortages make the national news and Dreamcast is *Time Magazine*'s Product of the Year, how recently the game industry was treated like the forgotten stepchild of entertainment media.

But what price do we pay for acceptance? Is the culture we grew up with selling out? Are games that've been designed for the mainstreamrather than geeks-even worth playing? Well, the answers are a bit more complicated than the questions. Fact: Videogames are no longer the exclusive province of those of us with Palm Pilots on our belts and Mountain Dew on our sweatpants. Fact: Far from merely borrowing from pop culture, games are now starting to dictate it. And which company is leading the way? Fact: Sega. This company's Japanese developers seem to have more style in their VMU games than some other consoles have in their entire libraries. So join us as we attempt to nail the major trends at work that have dragged videogaming from the bedroom-dwelling squalor, so well-documented in '80s and '90s media, into the sophisticated splendour of 21st century Dreamcast living. >



<u>SUPER SONIC</u>

It all started with a little blue hedgehog. Sonic was such a revolutionary character that it's actually quite difficult, ten years after his debut, to understand just how much impact this squat, spiky guy had on the whole industry from the moment he spindashed onto the screen. Before Sonic, the only real, recognizable videogame character around was Mario. And Mario, though we love him dearly, was (and is) about as far from hip as—well—Mario. Mario is safe. Mario teaches typing. Mario has spent his entire career trying to rescue a princess.

Sonic, on the other hand, had a 'tude. At a time in history when game characters were typically nothing more than tiny spaceships, Sonic was a pissed-off little ruffian with a bone to pick. And while, after a decade, this whole 'attitude' bit has become more than a bit trite (read: Poochie et al.), the first time Sonic tapped his foot and glared down his nose at you when you were playing, or teetered dangerously at the edge of a platform, the world of games—and everything that they could become—was fundementally changed. Sonic may have been the first game character that the average guy wouldn't have been embarassed to introduce to his girlfriend.

Combined with an innovative ad campaign—you know, the one with the original Sega Scream—portraying games (for the first time) as things that weren't toys, the antics of Sonic the Hedgehog gave gaming its first taste of mainstream cool.

Of course, the millions of copycat characters and ad campaigns—not to mention Sega's ill-advised attempts to make Sonic a family-friendly character—kept things from hitting a critical mass, but the seed was sown.



MAKE AN ASS OF YOURSELF

Cool is one thing, but mainstream success is another. In the late '90s, when Japanese coin-op companies realized their profits were tumbling because of fierce competition from home consoles, drastic measures were called for. Enter a wealth of titles that capitalized on the success of simple gameplay (Simon, essentially), backed by awesome style and graphics and aimed squarely at casual gamers.

Here's where we see that despite our fears, casual games really can be for everyone—including hardcore gamers. Although anyone can play them, there's something about funky disco games like Bust a Groove, DJ-mixing games like Beatmania and the king of dance 'em ups, Dance Dance Revolution that makes mixing with the hoi polloi kind of fun. Ever played Guitar Freaks or Samba de Amigo? These games forever put to rest the notion that gaming is a solitary experience. Witness the crowds in the average arcade around these games, and ponder the potential of social gaming as a concept in its own right.

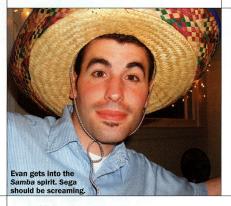


REALITY BYTES

"But it looks like crap!" Such was the typical response when non-gamers were confronted by the efforts of coin-op companies in the late '80s to bring in more casual gamers via realistic, 3D polygons. *Hard Drivin*' might have been a bold attempt to create a more realistic racing experience (and in terms of handling it was), but 3D graphics technology was so primitive back then, next to *Out Run* it looked—well—like crap. Despite the major attention paid to games like *Pac-Man* and *Defender* when they were new, it took loads of imagination and an appetite for abstract representations to look at the early arcade games as anything more than just a fad.

It wasn't really until *Daytona USA* and *Ridge Racer* introduced detailed texture-mapped polygon worlds into arcades that graphical realism became a major way of drawing in more non-gamers. Better graphics were a bridge to the real world—a conscious detachment from the trappings of fantasy and kiddie graphics and another reason not to feel embarrassed playing a game.

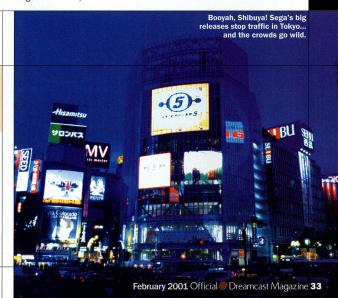
It's therefore little coincidence that as soon as videogame graphics (and sound) became sufficiently interesting to a mainstream audience, console gaming took off big-time with sports titles carrying the gauntlet well into casual gamesplaying territory (Incidentally, it doesn't take a genius to work out that the closer to real life graphics become, the bigger the potential audience. However, the irrory then will be that no one will want to dwell in worlds that look like our own. Until then, we've got Shenmue.).



TICHET TO TOHYO

But licenses can only take you so far. The really cool stuff—the stuff that affects pop culture—is almost always original. And it seems as if virtually all of the coolest games come from Tokyo: from Shibuya in Tokyo, to be precise. Shibuya is the epicenter of the Japanese youth culture universe: this is where trends start, evolve and die. It's also the fashionable home of a select few Sega developers, where the teams are young and the laid-back working environment is in direct contrast to the stifling corporate blandness of the Sega of old. United Game Artists (formerly R&D department 9), creators of the retro-chic rhythm action of Space Channel 5, is typical of the new face of Tokyo game design, with offices tucked away down an interesting sidestreet not far from the famous Shibuya Square—where giant TV screens adorn the sides of skyscrapers and where SC5 itself was debuted to the Tokyo public late last year. With just a pokey security-pad-operated elevator providing access to its development facilities, only the coming and going of its unmistakably hip staff gives a clue to what lies inside.

Camped out here, in the midst of all of the quirky sophistication and freshness that's intrinsic to this progressive, digital design culture, the designers of *Jet Grind Radio* et al can hardly help but create the coolest titles in the world.





<u>BOMB THE BASS</u>

Back in the 80s—despite the fact that computer games had the sonic sophistication of a hundred angry wasps trapped inside a tupperware container—computer musicians achieved cult status in the 8bit underground, crafting memorable tunes from a few lines of computer code. However, the party really didn't get started until Wipeout's producers convinced big names from the techno scene such as Orbital, Leftfield and the Chemical Brothers to supply tracks for Psygnosis' 32-bit racer. By the time the sequel came along, the dance community was falling over itself to get its hands on the soundtrack.

Once CD-ROM-based consoles found their feet in the mid-'90s, gamers' expectations for full orchestral soundtracks and licensed music grew rapidly. Road Rash, Fighters Megamix and Sonic R were the 32bit precursors to DC titles that have boasted licensed music-like Crazy Taxi, Jet Grind Radio and Ferrari 355. And it isn't just electronic musicians who've gotten in on the act: Tony Hawk's Pro Skater has brought pop, punk and hiphop bands into the act, including the likes of Rage Against the Machine, Public Enemy and the Dead Kennedys.



BY DESIGN

Music sets the mood for

soaring in Pro Skater.

The Designers Republic needs little introduction

for anyone who has followed the Wipeout series on PlayStation. Still one of the most inventive graphic design houses around, this small staff/big ideas graphic design outfit based in Sheffield, England provided Psygnosis' futuristic racer with a truly distinctive identity. Stylish, understated graphics transplanted directly from the leading edge of the underground electronic music scene brought major kudos to the title—making a great game nothing short of spectacular.

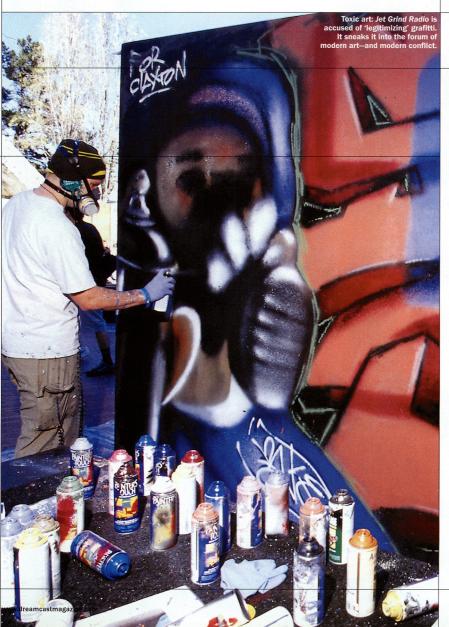
Turning what could have been an isolated occurence into a successful trend, *PaRappa the Rapper*, SC5 and puzzle games like *Chu Chu Rocket* have used fashionable retro styling to communicate with a whole new set of style-conscious gameplayers.

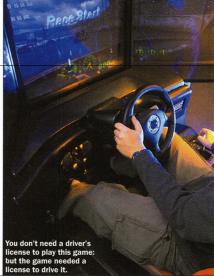
LICENSED TO THRILL

Licensing doesn't stop at music, either. By far the easiest way to extend the appeal of videogames beyond dedicated gamers is to hand over a fat wedge of cash in return for a license to a proven intellectual property. But til the mid-'90s, if a game had a license, it was crap. So the end result is that licenses, which should have helped get tons of new blood into games—and reveal the inherent coolness of gaming to the world—actually had the exact opposite effect (Example: Casual gamer buys licensed game. Game sucks. Casual gamer assumes that all games suck and that gamers are hopeless losers.).

These days, videogame licensing is a far more serious business. For a start, movie companies are naturally not so interested in seeing their francises developed by losers: they go to the experts. So we have Sega entrusted to produce stunning *Star Wars* coin-ops such as the Naomi-powered *Episode 1 Racer*. And we have Italian car manufacturers working closely with designers to produce authentic simulations such as *Ferrari 355*.

Where licensing has really taken off, though, is in the area of licensed sports personalities and official sporting bodies for home console games, like *Tony Hawk's Pro Skater*. It's a pattern that follows in the footsteps of FIFA, NFLPA, and countless other brands that game companies have turned into lucrative franchises. One thing's for sure—we've come a long way from the days when licensed meant worthless.





X GAMES

Smilebit's Jet Grind Radio is the latest example of videogames not just aping pop culture with 'rad-hot'

of videogames not just aping pop culture with 'rad-hot' characters endowed with attitude (although there's still plenty of that to go around), but actually breaking new ground in terms of style. A stylish synthesis of hip Tokyo street culture, inline skating, graffiti warfare and free-roaming gameplay, *JGR* is to urban skate culture what *Wipeout* was to futuristic racing five years ago. Throw in a pirate radio soundtrack of hip-hop and mashed-up beats and you have the coolest game on the planet, period.

Producer Kawagoe Takayuki offered **ODCM** some insight into why the game ended up being so damn funky: "The team is very young, an average of 26 to 27 years old, which is unique inside Sega. We started with just three people, then added three more for a total of six. Everyone brought new concepts and a brand new vision of videogames, and we were told by Sega to do whatever we wanted to do. So we did." Game designers should take note that this sort of small, tightly-knit group gives the development team a personal investment in the game and, accordingly, endows the game with the sort of close personal attention it needs. By contrast, big commitees are fatal cul de sacs for innovation.

As in the media worlds of film and music, there's room for both small-time, underground games and those that effectively break through to a mass audience. For every Clerks there is a Toe Jam and Earl, for every Matrix there is a Jet Grind Radio. For every Crimpshrine there is an MDK2, and for every Rage Against the Machine there is a Tony Hawk's Pro Skater. As long as the hardcore audience exists, top developers will cater to them—producing beautiful, deep and original games.

The truth is that videogames are still in their formative stages. Nothing can replace talent, and gaming's future depends almost entirely upon a continual influx of new minds and original thinkers into the development community. Stories need to be told, interactions need to be streamlined and paradigms need to be exploded. The future of videogames is very much in your hands, fellow gamers: For if anyone can understand what still needs to be done, it is you: the readers of **ODCM**. Make your mark.



COVER STORY:

PHANTASY STAR ONLINE FIRST LOOK

TEXT: FRANCESCA REYES



SEGA'S **FLAGSHIP RPG SERIES CRUISES** INTO THE **NEW AGE** OF GAMING: ONLINE

At the dawn of 2001, console gaming

takes the next step in its evolutionary process, with the debut of Phantasy Star Online: the first US console RPG to go global over the Net. It isn't the Massively Multiplayer RPG that some DC owners were hoping for, but backed by servers that can support up to a thousand simultaneous users, PSO is definitely a step in the right direction.

After a year of hoarding tiny kernels of info, **ODCM** has finally been invited to partake of the whole feast: and man, is it a tasty one.

Some might call the pairing of Phantasy Star and Sonic Team an odd choice, but if you're up on your history of the series it's easy to see the connection. Yuji Naka and some of the various members of Sonic Team have been with PS since the beginning, with Naka claiming lead programming credits on both Phantasy Star I and II (interestingly, hardcore gamers have always held that the original title is the best in the series on the basis of its groundbreaking size, scope and gameplay-not to mention its ingenious storyline). Precedents initially set by Sonic Team have been carried through the run of the series, on both the Sega Master System and Genesis. So really, the Team was the logical choice for captaining Phantasy Star's next big trip into innovation-online.

An early version of PSO has finally hit the ODCM offices—not yet in reviewable shape, but good enough to go the distance. So grab a bag of holding...we're going in. >>



ODCM's crack Japanese correspondent Christophe Kagotani managed to catch up with Sonic Team CEO Yuji Naka, when he could take time out from race car driving (we hear Naka recently traded in his Sonic-blue Porsche for a super swank Lotus Elize, which he races at the track while the bigwigs at Sega Japan cross their fingers nervously and hope he finds a safer hobby soon; maybe they should just remind him of what happened to Mark Hamill when he started racing between Star Wars and The Empire Strikes Back). Naka gave Christophe the scoop: check it out.

What were you trying to achieve with this game? Did you achieve it?

It should have been released in March 2000, but I wanted to add a few features that I thought were important. As the volume increased, the team needed more time. This isn't a standard RPG, where you have to avoid boring players with a game world that's too large. PSO is about online communication. I wanted this to be the heart of the project, and it took time. I think we achieved what we set out to do.

② PSO is the first RPG to break "language barriers". Will you break the "console barrier" in the near future?
③ It's difficult to predict whether the translator can be ported to any other systems. PSO in its actual shape would never run on any other hardware, even on the PC! We are playing constantly with the V Sync [chip]...so it may never work on PCs. And if you're talking about the newest consoles, like Sony's [PS2], it will never run: no chance. Maybe on an Xbox or Game Cube. Maybe.

Considering how hard it has been to break the language barrier, only one platform could do it: Dreamcast. Breaking through the hardware wall may represent a marketing advantage, but I don't see any merit in that. When you develop a game for different platforms, you must base your work around the system that is the weakest or least evolved. So if you wanted to make the game run on both Dreamcast and the PS2, you could never get the same result for either. The project would then become a very cheap-looking game.

When you start a new game, it's up to you to choose which of the nine different variable characters you'll use for the duration of your journey in PSO.





"Once you've taken the job and in for a few nasty surprises—

Building a Better Android

One of the most clever features in Phantasy Star Online is the option for players to create their own characters through an Edit mode. While you're not able to build one from scratch, you can choose between nine available characters representing three distinct categories: Hunter, Ranger and Force.

Hymar, Hucast and Hanyueru are the Hunters, experts in the art of close combat and swordplay. Raycast, Raymar and Raykashiru are the Rangers, using many weapons proficiently but specializing in long-range attacks. Finally, Formaru, Fonyueru and Fonyume are the Force characters, masters of spell-casting and other wispy-wafty activities. Physically, they're the weakest, but they can perform long-range attacks with a variety of spells (of course, we should note that all of these names may change for the US version).

And don't forget that in addition to these three different classes, you must

also figure in PSO's three different character races: Human, Newman and Android (some characters incorporate hybrid features). From that point, you're then able to customize all sorts of cool things about your character, from its proportions to its "color" and style (it's all about coordinating, girlfriend). Some characters have more tweakable features than others, but all in all, this game makes it uniquely possible to create a totally original fighter.

Meseta makes the world go round

When you're all set, you'll begin your journey in a self-contained space station floating through the Algol Solar System. You're a member of Pioneer 2, a team of interstellar refugees on its way to colonize a new planet. The group is traveling in the wake of an earlier team, called Pioneer 1, which had been sent years ago to terraform the land—but which went suddenly off

the radar (literally) just before Pioneer 2 is about to land. More on that later.

While on the station, you'll discover merchant shops, information hubs and transporters which can take you down to the new planet's surface. And in order to beef up your character's arsenal, you'll need the right amount of the *PS*-standard "meseta" (money) in order to purchase any goods. So first,you'll need to ask for advice and help at the info desk below the main deck.

Once you've spoken to the head of operations at the information desk, you'll receive all the necessary goodies (like a field map) and get access to the main transporter in the city square. According to the man behind the desk, you're one of a few select people who possess both the skills and qualifications necessary for joining the research team. What does the research team get to do? Well, it explores the planet's surface far below—focusing on the environs of a gigantic explosion that (it



Everything in Phantasy Star Online is rendered in lovely, textured polygons. From the townspeople to the creatures that inhabit the various dungeons, every denizen of this world is equipped with great realtime animations and wicked special effects. No one does colors like Sonic Team: You really feel like you're in another world.





landed on the planet, you're and waves of freaky monsters."

turns out) was what wiped out all communications with Pioneer 1. Lucky you.

Once you've taken the job and landed on the planet, you're in for a few nasty surprises—and waves of freaky monsters. Your task is to defeat them, while collecting as much meseta as your handbag can carry.

Field Work

Three distinct areas are accessible right now, each containing different types of creatures with unique attributes. The Lava Zone is a fiery cave buried deep within the planet, whose inhabitants are immune to the effects of heat. The Deepest Cavern Zone is full of dangerous creatures, maze-like pathways, puzzles and traps. And the River Mouth Zone is a huge open area riddled with poisonous plants and hatches that open into hidden areas.

There are 50 or so different quests, ranging from battling huge bosses to finding magical items or using team-

work to move obstacles that block entrances to new areas. Dungeons are commonplace, and generated randomly by the game. This means that monsters, items, doors and the path you need to follow will differ every time you play. And Sonic Team CEO Yuji Naka has stated that once the initial quests have been completed, the team may be adding even more, in order to make this world a constantly evolving place where there's always something new to do.

While this option is still up in the air, we're quite content to hack our way through monsters while deciphering the mystery behind Pioneer 1's disappearance. Randomly placed ground pods, called "cels," contain bits of story as told by its long-gone team members, and events will help to guide you through the game's loose plot. But don't depend on the storyline to keep you enthralled throughout the length of PSO...it is, ultimately, a game

of action and online teamwork. In fact, it's more like the early computer RPGs of Wizardry's ilk than it is like Final Fantasy, but the core role-playing elements remain strong.

Brave New Word

As the title suggests, PSO is meant to be played over the Net. When you begin a game, you can choose to play either offline or online. If you choose the latter, you'll be automatically transported to the massive mothership where you'll enter one of ten different sections. Each section branches off into yet another ten lobbies, and in each of these lobbies, you'll meet up with other players and marvel at each other's wonderfully customized avatars. Think of it as a glorified chat room with a purpose (usually).

This might not sound so exciting, but it's a whole different experience when you do it for the first time in person. Imagine communicating with >>

Q As an online RPG, there is an odd structure to PSO—lots of levels rather than a coherent world. Why?
A You know, the story is not that expansive. There is one dungeon [split into various subsections], and you're able to explore and enjoy it with other players. There's a central plot, but this isn't a standard RPG and shouldn't be

compared in a standard way.

communication and translation, besides the branch translation system that is currently used? Why did you finally opt for this system?

A I've been thinking of creating this type of communication system for more than five years now; I really wanted to design a system allowing people from all over the world to communicate together. But there were many elements I did not know how to handle—I spent much time on paper trying to find a way.

Did you consider other methods for

I started with words. We are still working on the word select system: Japanese and English are quite easy, since there is only a problem of word location in the sentence, but in Spanish or French, there are male or female words with so many rules that it's been a nightmare. Last month, we had to redesign the entire system!

This "universal" translator is a first for the entire game industry, which has been a real challenge. The world select system has 2000 words so far, but I realize that players would like to use more words than this to express their feelings, and it's been incredibly difficult to satisfy everyone. I'm picturing that in ten years, people will look back at *PSO* and laugh while saying something like "Wow. There were that few words back then?!".

Other companies will soon begin to consider the possibilities, and will most likely improve upon it. If you're first, you cannot make something perfect.

• Are there plans for translating PSO into more languages than the current five?
• For the moment, no. For example, Italian would be great, but it would take too much time to reimplement it. I would also like to include Portuguese and Korean—in Korea, the interest in the Internet is booming! But at this time, I will stay at five. I believe that in the future, there will be a company offering a system with ten languages!

Q How important is the identity of your character? How would players go about creating more than one character?
A It is simple. One VMU, one character. So if you put two VMUs in the controller, you will have access to two characters. If you have ten or 20 VMUs, you would be able to create that number of characters. >>>

• Will we ever catch you online, playing PSO?

A Yes! I still don't know if I will design a special character to do so, but I'll play it just after the launch in a standard way. I've played Chu Chu Rocket plenty of times online, as well—it's a huge pleasure playing Sonic Team games online with other gamers. This time, with the word select system, I really want to chat with international gamers. I would love to ask them very precise questions, but it will be difficult with the vocabulary of the actual word select system.

• Would you have preferred a massively multiplayer game rather than the four-player option you have here? Or does the game benefit from a smaller number of players?

A To put up servers able to support so many users from all around the world, it would probably take two years for the technical programming alone! So we had to stay on a lower scale. All in all, I really would have liked to have had six additional months to finish PSO; when you are close to the end of a development you want to add more and more features. I would have to push the game off into the 21st century, though, and my goal was to release the game in Japan in the 20th century.

Also, you cannot write to the GD-ROM. There is no hard disk inside Dreamcast, so it's very difficult to store data in order to properly enjoy "massively multiplayer" gaming. I guess PS2 or Xbox will have these types of games, using their hard drives. [But with PSO] I think it will be incredibly difficult for them. Even if they start now on that type of project it would be impossible for them to release it in under two years. We still don't know if PS2 will be around in two years' time. [Meow.—Ed.]

I think it would be great to have a

hard disk, but given what's happening on games like *Ultima Online* or *Ever Quest...*both games are continuously updated through internet-distributed patches. The companies that make these games are constantly working getting prepped to do just that. After all, it isn't like *Phantasy Star Online* is going to have a lot of competition from other Net-ready RPGs—and even after other titles join the party, we'd bet that *PSO* holds its own as the game that every player wants to dance with.

All About Algol

What can fans of the series expect to get out of this iteration? Quite a bit. Enough PS references pepper the game to please the veteran Phantasy Star set, incorporated within enough nnovative gameplay to welcome new-ples. And then there's the added





Chat rooms. Love 'em or hate 'em, they bring together the best and the worst of us gamers, relying on a common culture and language to bridge all of the gaps in between. And this means—you guessed it—that there are limits to what Sega will allow gamers to say. We weren't surprised to discover that there's an automatic censoring program included here, which keeps those with sensitive eyes and ears buffered away from the salty, sailor-tongued set.

Type an expletive in, and you can expect it to be represented by all manner of innocuous asterisks and symbols. It's an interesting feature that's sure to enrage and stymie thousands of players. Our device? Don't even bother trying.

Ah, pixie goodness is back—and joined by a host of android warriors packed in for good measure. You'll have to choose your character wisely at the outset, though, to avoid being stuck with a close-range fighter rather than a spell-slinging mage. It's entirely up to you, and it all depends on your preference and the enemies you'll be fighting.







"Select a message in your own translates it into your fellow

friends and strangers, all equally eager to bash in some dragon skulls, and then forming a complete party to do exactly that. It's a thrill like no other. And the options are nearly endless.

You can talk to any of the lobby officers in order to find out what your choices are or to register your party for

It's a freedom unlike any other—and it's even international!

Sonic Team has come up with a neat trick to overcome international communication problems. The game includes what is referred to as a 'Word Selection System': i.e., a lexicon of 2,000 commonly used words and

people around the globe will be playing at various times of day. Sega reckons that the network will therefore cope well with the demands placed upon it at launch. And of course, if the game is hugely popular, Sega can always expand the network. We wouldn't be surprised if there's a lot of activity

on updating their products. Meanwhill they don't have the time to work on o release anything completely new. If won Sonic Team had to the do same thing with PSO over ten years, do you really think it would stay interesting over that long period of time?

I think it's always better to releas a new game rather than spending all that time on games using the same premise and same world. Creating something totally new is far more enticing to me. But that's the sort of dillemma created by the presence of a hard disk.

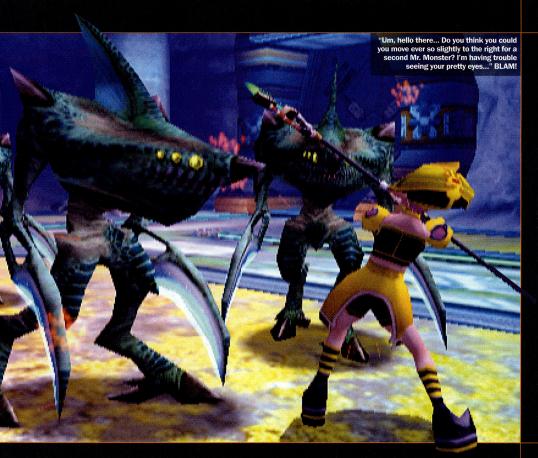
your party (if you can't find a full group of four, you can arrange to have CPU characters round out the gang), you'll create a team name and unique password of your own. This way, it's possible to keep meeting up online with a select number of acquaintances in order to keep your game exclusive

in order to keep your game exclusive.

There's also the option to use a buddy list comparable to those found on AOL or other chat servers. If you choose, the game will alert you if a former traveling companion is online, so you can track 'em down and team up for more monster-hurting shenanigans. Or you can find new team members.

language, and PSO instantly it into your fellow adventurers tongues. It's a bold idea, never before by other online titles, ashould make the experience global affair.

How can this be possible? infrastructure of 20 servers v implemented throughout Eur US, Asia and Japan. Put toge Sonic Team), they can accomup to 20,000 players simulta Atthough this might not seem huge number when you consthere are five and a half milliworldwide, time differences of



language, and *PSO* instantly adventurers' native tongues."

bonus of being able to work through the game in singleplayer mode, which enables you to buff up your character so you can avoid being shamed or taunted by other avatars online.

But don't count on finishing the game on your own. The monsters are tough and the bosses even more so: so you'll need all the help you can get from your fellow humans in order to call it a successful day in PSO.

With the game's impending release set for January, you won't have to wait long to test its waters for yourself. Will it be worth the six years we've spent without a new chapter in the PS series? We'd like to play through the final version before we make that call, but what we've seen so far hints strongly at an industry-changing title. PSO is about to become one of the biggest precedent-setting events in console gaming history.

Don't miss it.

KNOCKIN' ON HEAVEN'S FOUR

Phantasy Star

Where it all begins. Back in 1987, this first chapter follows heroine Alis and her three companions across the Algol Solar System, as they avenge the death of Alis' brother. Death, glory and a very ugly end boss await them.

Phantasy Star II

Two years later, the sequel arrives. Government operative Rolf is sent to find out why the Mother Brain that rules a world called Mota has been corrupted, aided by Nei, a constructed being (i.e., hot android-type chick), and a soldier named Rudo. While battling, Rolf learns important things like why android chicks are so darn hot.

Phantasy Star III

1991's installment included three heroes from three different time periods in a civil war setting. Returning to the Algol Star System, the game follows Rhys, Maia and Mieu (hot android chick #3) as they draw ever-closer to...(drumroll) yet another shocking conclusion!

Phantasy Star IV

Ashley embarks on a quest to decide the fate of the cosmos. A Newman, an Esper and an android chip in to help Chaz vanquish his foes and his fear in order to save the universe and pad his wallet with big earnings from the Hunter's Guild. The largest, longest and (some say) the best title in the

PHANTASY STAR IV



Q On that note, what about sequels?

It is a possibility that PSO will evolve into a series, but developing this title alone has consumed pretty much all of our time and energy! However, as we get closer to releasing the game, I think many of the team members have begun to come up with all kinds of different features that they would have loved to include. So the appeal of making a sequel is getting stronger. Maybe we will decide to make a second episode instead of an Append disc [add-on or enhanced version discs are called append discs in Japan]. But it will still depend on how much new stuff we would be able to put inside of a PSO II. If the changes we'd like to implement or the features we'd like to add after the release of the first episode are not significant enough for a second episode to be developed, we may look into making an Append disc.

Q Both PSO and Sonic look amazing. How is is it that Sonic Team is one of the only developers to get this sort of visual performance on Dreamcast?

A It is sooooooo hard to get to this level. I really believe that every developer is working just as hard. I guess the big difference is in design sense. This is one strong point in our Iteam's entire body of workl, I think.

What are your expectations for PSO?

One million. I would like PSO to be a million-selling title. But who knows? I know that the US will be our main market, and for the moment, feedback has been really great about the project. I really spent an infinite amount of time plunging deep into the machine of Dreamcast to see how it was meant to perform...what it was meant to be both ideally and realistically. And PSO was the clear answer. In a way, it's the killer app for Dreamcast: it uses every aspect of the system, including the most important feature, the modem. I hope that people really

understand and truly enjoy this game, as they should.



"THE BEST FIRST-PERSON 5:(1) OF ALL TIME...



-Official Sega Dreamcast Magazine

Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology to create what many consider to be the greatest action game experience of all time.

Plus, here for the first time is an entirely new Half-Life mission created exclusively for the Dreamcast - Blue Shift! In this huge new campaign, you take command of a security guard at the Black Mesa research facility and battle your way through the chaos of an alien invasion.



Huge new mission, Half-Life:



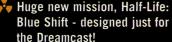




🦩 Play the game that has won more

than 50 Game of the Year awards

from publications around the world.





PREVIEWS



Floigan Brothers

Brothers gonna work it out

fter more than a year of NSA-like secrecy, Sega has finally allowed us to peek under the blouse of its highly-anticipated adventure title, Floigan Brothers. And we're happy to give you the full report on what may be the zaniest, kookiest and downright wackiest game you'll play this year.

Taking place in a crazy 3D

junkyard, the game concerns two brothers, Moigle and Hoigle, whose mismatched size and intelligence quotients usher to mind fond memories of Lenny and George, Ren and Stimpy and Beyond Thunderdome's Master/Blaster. Players have direct control over Hoigle (the shorter and more competent of the two), but must learn to communicate with and take care of big, bad Moigle as well (although Moigle isn't exactly the sharpest tool in the shed, he has a mind-or at least an agenda-of his own). You'll have to get Moigle and Hoigle to work together-through both direct action and indirect manipulation. If Hoigle is unable to reach something on a roof, for example, you can

badger Moigle until he gets angry and throws Hoigle onto said roof.

Oh, Brother...

	see it you c	an match 'er
	Michael	David
	Franz	Chong
	Joel	Terence
	Donny	Emelio
	Sean	Liam
	Cheech	Simon
	Philip	Tito
į	Charlie	Ethan
	Noel	Marie
	0:	11

Industrial Moel-Liam, Simon-Simon

Mello, Noel-Liam, Simon-Simon

Mello, Noel-Liam, Simon-Simon

The plot focuses on an evil

oil baron, who discovers that the junkyard inhabited by the Floigans is actually the precise location of a lucrative oil field: so he attempts to put the brothers out of business. It's a competent retelling of a classic anti-big business parable, and it gives you ample incentive to get your lug of a brother to pull his own weight.

What makes the game so

distinctive—aside from its Tex Avery-inspired brand of slapstick humor—is the detail evident in every part of its

Who runs Bartertown? MASTER BLASTER RUNS BARTERTOWN. Floigan Brothers is definitely not your average videogame. No blood, no killing, no saving the universe, no kickflips, no first places, no last places, no breasts, no elves, no death and no taxes.







Visual Concepts has promised top-natch (er-notch) voice-acting talent for the characters in Floigan Bros. Every line in the game will be voice-acted, which makes the kids (read: us) happy. Which way did he go, George?

design. Visual Concepts has created lovely characters with full 3D movement, who are well able to access and interact with nearly everything in their surroundings. Some of these actions are necessary to move ahead in the game, while others will merely provoke some sort of sight-gag and/or emotional response: accidentally stumble into the river, for example, and you'll shoot out of the drainpipe.

The player's relationship

with Moigle is important as well, since his evolution throughtout the game will hinge greatly upon the way

in which he is treated. The more frustrated you become with the goofy doofus, the less friendly and responsive he will be towards you. It's a curiously converse nod to Lionhead's upcoming Black and White and, depending on the depth it provides, it might just be the sort of interesting twist that'll take Floigan's gameplay over the top into excellence.

With wonderfully cartoonish 3D graphics, interesting and varied mini-games and the potential to take man-machine interaction to some entirely new plane, Sega may well have built itself one of the year's most inspired and enjoyable

sleeper hits. This oddball's got loads of talent: Here's hoping they get it right.

EVAN SHAMOON

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PLUSES [+]

Graphics are cartoony as hell, and the interaction with Moigle was cool

MINUSES [-]

Some puzzles seemed a bit too obvious, while some seemed too obscure

BOTTOM LINE [_]

Time will tell whether or not this game manages to capture that old LucasArts magic. We're crossing our toes

Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

18 WHEELER: PAT/46 Breaker 1-9, you got your ears on? SONIC ADVENTURE 2/48 What's blue and has 'tude? PROJECT JUSTICE/50 Watch these rival schools duke it out! FIGHTING VIPERS 2/52 The return of a legendary 3D brawler. HEAD HUNTER/54 E3's mysterious game reveals its secrets... ALIEN FRONT ONLINE/56 Online, alien-smiting goodness! TYPING OF THE DEAD/58 Weirdest. Game. Ever.





Is the keyboard mightier than the zombie? Fran Reyes thinks so. She's s into it that she made a harness for her keyboard just like the one in the game (page 58). 18 Wheeler lets you take to the open roads of America, in crazy Crazy Taxi style. (page 46)

INCOMING!

II Dreamcast, all the time:	plan	ned releases for 2000 and	beyon
angai-0 Shooter	Dec	Gorka Morka Racing	Feb
ANG!: Gunship Elite Shooter	Dec	Out Trigger Shooter/Action	Feb
harge'N Blast Action	Dec	Project Justice Fighting	Feb
coaster Works Sim	Dec	Alone in the Dark IV Adventure	Feb
ucati World Racing	Dec	Matt Hoffman's ProBMX Sports	Feb
vil Dead: Hail to the King Action	Dec	Commandos 2 Action	Mar
randia II RPG	Dec	Floigan Brothers Action	Mar
alf-Life FPS	Dec	Soul Reaver 2 Adventure	Mar
leroes of Might & Magic 3 RPG	Dec	The Mummy Action	Mar
on Aces Flight Sim	Dec	18 Wheeler Ampro Trucker Drivin	g Mar
OF: Evolution Fighting	Dec	Ooga Booga Online/Action	April
lax Steel Action	Dec	Bomberman Online Action	Q2
rince of Persia 3D Action	Dec	III Bleed Action	Q2
ecord of Lodoss War RPG	Dec	WSB2K2 Sports	Spring
esident Evil 2 Action/Adv.	Dec		Summer
tunt GP Racing	Dec		Summer
urf Rocket Racer Racing	Dec		Summer
ystem Shock 2 Shooter/RPG	Dec		Summer
no Cross Int. Champ. Racing	Dec	Agartha Adventure	'01
he Grinch Action	Dec	Black And White Strategy	'01
omb Raider Chronicles Action/Adv.	Dec	Buffy the Vamp. Slayer Action	'01
treme Sports Sports	Dec	Head Hunter Adventure	'01
Vorld's Deadl. Pol. Chases Driving	Q4	Heavy Metal FAKK Shooter	'01
tar Wars Super Bombad Racing	Q4	Legend of the Blademasters RPG	
rban Chaos Action	Q4	Shrapnel Urban Warfare 2025 Ac	
rmada II Shooter/RPG	Jan	NBA Hoopz Sports	'01
ark Angel: Vamp Apocalypse Action		Planet of the Apes Action	'01
aytona: Network Racing Racing	Jan	Peacemakers Strategy	'01
ragon Riders Adventure		Roswell Conspiracy Action	'01
	Jan	Soldier of Fortune Action/Shooter	
hantasy Star Online Online RPG	Jan	Sonic Adv. 2 Platformer	'01
yping of the Dead Edu-horror nreal Tournament FPS	Jan	Galleon Adventure	TBA
	Jan	Picassio Action	TBA TBA
lien Front OnlineShooter/Action	May	Ouark RPG	IBA









The game uses a modified version of the Crazy Taxi engine, but we'd almost go out on a limb and say that it looks better than it plays. It's especially pretty when you see it in person, even in its unfinished state. We were very impressed with how sharp and clean the lines were (these shots don't quite convey that, of course, but then, the camera always adds ten pounds).

chased by a sinister, faceless

truck driver like, unto death

does him part, for the length

of a feature film? Well, Lizard

Tail is on a par with that Face-

18 Wheeler: Pro Trucker

Will Sega haul ass or drop a load? Well so far, it looks truckin' awesome.

f Crazy Taxi is crazy, then this 18 Wheeler: American Pro Trucker is downright ludicrous. But hey, there's a first for everything. And if Sega has anything to say about it, 'everything' includes a whole new genre of crosscountry trucking sims. With the exception of cat-calls, CB radios and 'resting' at private rest-stops, this is about as close as many of us will get to being real-life truck-drivers.

You begin by choosing a driver and a big rig (you'll have four to choose from), and the type/size/flavor of the cargo you're going to haul from New York to San Francisco (and no, you can't choose a flatbed full of downtrodden New Yorkers migrating Westward to find 'a

mellower, gentler City'). The heavier your payload, the more difficult the handling-and, of course, the larger the bounty you'll receive at the end of the line, if you get there intact.

Once you've taken care of

these particulars, it's time to stretch your legs, climb up into your tricked-out big rig and head out to the open road, where you'll face off against

the baddest trucker we've seen since Large Marge-your remarkably diabolical arch-rival, Lizard Tail. Ever seen Steven Spielberg's 1971 movie Duel? The one where this guy gets

less Scary Truck Dude on any scale of pure evil. He's a slimy bastard who's willing to do anything he can to make his way west before you do, from cutting you off to dumping his cargo out on the road to hurlinggasp!-undeniably harsh insults in your general direction.

Now, throw in some truly overzealous law enforcement officers, some fast-forwarded, amazingly hyperactive weather patterns and-'nother gasp!-a pile of debris even higher than the mound on Chris's desk, and you've got something that's a little better and badder than



Scary as Hell

rs Large Marge went all crazy-like in Pee Wee's Big Adventure, we were very scared. In memory of that great moment, we're going to play a little bit of the old Six Degrees of Kevin Bacon with Ms. Alice Nunn, who so gracefully played the role arge Marge. Here goes: Alice Nunn plays the woman parole member in Who's that Girl? with Madonna. Madonna joins Geena Davis in A League of Their Own, who joins Harvey Keitel in Thelma and Louise. Keitel acted alongside DeNiro i<u>n Mean</u> Streets (among others), and then DeNiro teamed up with Kevin Bacon in Sleepers

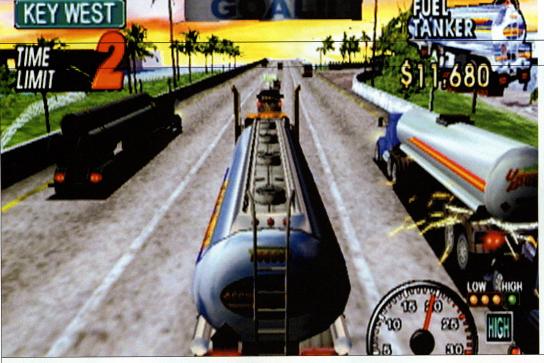






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Sega has modeled the game's level system to mimic the American highway system. And let's face it, the game itself mimics real life: when's the last time you saw a truck that wasn't driving like a directionally dyslexic bat out of hell?







As you approach an SUV on this freeway, think about all of the times you've had to crawl through supermarket parking lots behind some 4-wheel-drive vehicle that slowed to a near halt every time it hit one of those pissant little suburban speed bumps. Yep, it bugs the hell out of us, too. Kill, Butch, kill,

your average cross-country drive. If an orangutan (or other primate of equal or lesser



Truckin' Slang

back row n. The area at some truck stops where hookers hang out. having shutter trouble v. Falling asleep, as in, "He was having shutter trouble when he hit that tree." motion lotion n. Fuel. plain white wrapper n. Unmarked

cop car.

reefer n. Refrigerated cargo trailer.

haulin' dispatcher brains v. Pulling ar

empty trailer; 'deadheading'.
greasy side up adj. Flipped over.
For more trucker-speak on the web,
visit http://www.vis.lbl.gov/~slau/
trucks/slang.html

value) rode shotgun in these trucks as your wacky and whimsical sidekick, this game could pass for a fantastically successful feature film.

These rigs handle like the multi-ton beasts that they are—tight turns and precision steering are nowhere to be found, so you'll be learning a whole new style of driving. Destroying the relatively puny cars and SUVs in your path is quite cathartic—and especially cool is the game's slipstream feature, which gives you an added burst of speed whenever you place yourself in the wake of another truck.

Much like *Crazy Taxi*, the game manages to thrive on quirky and addictive gameplay in ways that you could never

imagine unless you'd played it. And with four levels and 20 stages along the way, you'd better be sure to pack a whole lot of NoDoz for the trip.

Much like its yellow-checkered

colleague, the Dreamcast version of 18 Wheeler takes the standard arcade single-player mode and tears into it like a ravenous pack of wild hyenas. Not only does the game provide an assortment of mini-gameslike the 'Parking Challenge', where players must race against the clock as they burn rubber through a cramped trucking depot-but it also taps into the glory that is multiplayer gaming. 18 Wheeler jacks into SegaNet for some real, honest head-to-head

racing mania, adding a few online-only options—like a Score Attack mode which allows players to post their single-player scores for worldwide ranking—just to round out the menu of fun.

And as if all this wasn't enough, you're even able to save up cash to buy fuzzy dice and roach-clip feather-type thingies with which to decorate your massive vehicle. Save up enough of these things and you'll obtain the ultimate prize: a crazy super-powered horn that's strong enough to blast objects out of the way with the sheer density of its sound waves. (How cool is that?)

The game still has a fair amount of development to go before its January release; hopefully the team will use this time constructively. Muchos minigames and a good sound-track would make all the difference (hint, hint). Doubtful? Try the game on our demo disc in this issue if you don't believe our hype. EVAN SHAMOON

Dreamcast

PUBLISHER SEGA DEVELOPER AM2 GENRE TRUCKIN SIM ORIGIN US PLAYERS 1-2 ONLINE YES RELEASE DATE FEBRUARY

PLUSES [+]

Absurdly great concept, excellent design. And the graphics are hella pretty.

MINUSES [-]

Much like real trucking, we suppose, this runs the risk of growing old

BOTTOM LINE [_]

We can't wait to stop making stupid truck references and just play the game



Sonic Adventure 2

Like our mamas told us, the 87th time is always the charm

t's true. According to Sega, Sonic characters have been in 86 games (and other programs) since Sonic first burst onto the scene in 1991. Damn. Of course, the hedgehog has only had two outings so far on Dreamcast. and one of those was a party game. With Sonic Adventure 2. Yuji Naka and Sonic Team are seeking to redefine the character, the gameplay, and even the Dreamcast as dramatically as the first Sonic the Hedgehog redefined Genesis and gaming itself a decade ago.

And from early reports, it looks like the company is well on its way to succeeding. First shown in very early form at the last E3, Sonic Adventure 2 has come a long way in six months. Originally scheduled for release this Spring, it has been pushed back to Fall 2001 (that's the tentative US release date, anyway) to ensure that the team has enough time to make the game everything they want it to be. And if the development process succeeds, Sonic

Adventure 2 will totally change your perception of just what a Dreamcast game can be.

How? The graphics, for one. The textures are far beyond anything seen in any realtime game to date, on any system, and the levels show clear proof that Sonic Team has been getting intimate with the bare metal of the system. Each level has

been carefully constructed to maximize the total current potential of Dreamcast, Draw distances are massive, and huge vertical drops are common. Clipping has been all but eliminated, and several new libraries of lighting and special effects are in the works. The result should be an absolute visual dream.

The Sonic Hedgehog Gene DID YOU KNOW THAT THERE'S A GENE named after Sega's mascot?

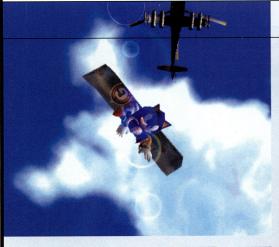
The 'sonic hedgehog' gene (named, depending on who you ask, after the blue dye used to identify it or its spiky appearance) apparently helps regulate anterior-posterior limb patterning in animals—and oddly enough, it's also about to become part of a pharmaceutical cocktail served to balding men in order to stimulate hair growth. It's a pretty popular gene, too, featured in several dozen articles accross the Net.

Although only a few charac-

ters have been revealed so far (Sonic, Knuckles, and Dr. Robotnik), sources tell us that five new characters, pulled from former Sonic games on Genesis, Game Gear and arcade platforms, will also join the party-introducing new styles of game play in the process. As usual, of course, the bulk of the play will involve Sonic facing off against Robotnik's devious machines and weapons, but in this game, you can expect to see something a little more sinister than good old Dr. Robotnik as well.

That's right: Dark Sonic will indeed make a reappearance in the series. There's no







It's Chao chaos! Just as in the last game, collecting, raising, and keeping Chaos healthy and happy plays a major role in the game. It's a departure from the typical action found in Sonic games, but it's a welcome addition that keeps things interesting. According to a Sonic Team spokesman, there will be VMU games included with Sonic Adventure 2. Hopefully, some kind of Chao wrangling will be part of the VMU lineup.





official word on just what he'll do or how he'll do it, but we're led to expect to see some serious challenges to our favorite blue mascot.

And as in the last game, the management of Chaos will play a major role; you'll have to collect and regroup them from all over the world. It's possible to have limited communication with the Chaos, but more importance is placed on how you manage them. You've got to bring them up, take care of them, heal them when they're sick, etc. Just like in Sonic Adventure 1, there will be mini-games aplenty for your VMU-and a few hidden inside the main game, as well.



Sole Reaver

CROSS TRAINERS made to grind? ups, grind-able sneaks can now be found online. Soaps (www.soap shoes.com) feature hard plastic tracks set into rubber soles, which (after you've peeled off the "By peeling off this sticker you waive our rights to sue" sticker).

To keep Sonic fresh in his

87th outing, Sonic Team has equipped him with several new accessories, the coolest probably being a new pair of shoes that enable him to grind on various surfaces. These shoes and other items permit the hog to have tons more interaction with the 3D backgrounds of levels than he ever had before-one amazing sequence in the demo, for instance, shows Sonic dropping from a helicopter with a surfboard on his feet, all the way to the street below...where he proceeds to surf the not-San Francisco hills. Underwater sequences are also planned, and we assume that the task of keeping Sonic from drowning by locating air bubles will factor heavily in gameplay. (While we're on the subject,

does anything ever get your heart pumping like waiting for a bubble to show up in a classic Sonic game, as Sonic slowly runs out of air while music swells in the background? Us, neither.)

Although there's no word yet

on online play, smart money says that there'll be at least some kind of Internet component to the game-although exactly how it would work is unknown at this time.

At any rate, it's clear that Sonic Team plans to take its mascot to the next level, with hundreds of new additions to the game. Hopefully, the team also plans to shore up the one weak point in Sonic Adventure 1: its sometimes out-of-control control. CHRISTOPHE KAGATONE

PUBLISHER SEGA DEVELOPER SONIC TEAM Benre sonic! Origin Japan Players 1 online TBA Release date fall 2001

PLUSES [+]

A new Sonic game, with more to love than ever before! We can't wait to grind the world

MINUSES [-]

Let's hope the team tweaked the controls from the first game

BOTTOM LINE [_]

Sonic is approaching his tenth birthday, and while there have been some highs and lows in the past decade, no one can make you realize just how cool games can be as well as Sonic can



Many fan favorites from the Rival Schools series return for Project Justice. Schoolgirl Hinata is back for more of her high-kickin' antics, as is juvenile slugger Shoma, who displays some rather nasty bat 'n' ball specials that send opponents flying. Along with these returning characters come a ton of new playable fighters. To know 'em is to love em. But will these crazy kids ever graduate?

Rival Schools 3:

Project Justice

3D fighting: three times the fun?

any Capcom fans may have been turned off by previous Rival Schools games, with their precious, cuter-than-Olsen-twins look and humor. If you were one of those people, you missed out on experiencing some of Capcom's best-yes, we said 'best'-3D Japanese fighting games. We're not afraid to admit how much we loved these games. Somehow, the extremely exaggerated moves of the Versus games seemed to blend perfectly with the unique look of the Rival Schools series. And fortunately, Project Justice seems to be at least as good as its truly excellent predecessors.

As in the previous games, moves are executed in the typical *Street Fighter* fashion.

Combos are carried out exactly as they are in the Versus games; players can chain together a series of regular attacks with special and super moves, in crazy, high flying air



two teams of three characters, and although there's no Tag feature available, there are plenty of tag team combos to satisfy any combo nut. These Tag combos are even simple to pull off—usually, all you have to do to activate them is to tap two buttons simultaneously. Of course, getting them to actually work in a truly effective combo takes practice and skill; *PJ* is hardly a button-masher.

One aspect of this setup that

Capcom has drastically changed—and seems to be changing in all of its fighting games—is the control configuration. Now there are only four attack buttons: weak and fierce punches, and weak and fierce kicks. After seeing how well this setup works in Marvel 2 and Capcom Vs. SNK, we are honestly happy that Capcom favors this control system; those two

middle buttons now seem to be completely superfluous.

And to keep players coming back for more, Capcom (as usual) has included a number of modes like Training, Story, Versus, and Survival modes. In order to unlock and obtain all of the secret characters and good stuff, you'll have to earn points in a purchasing system, as in Marvel Vs Capcom 2.

And those of you who disliked

the unique look of the other games will be delighted to know that although the goofy character designs are still the same, fighting is set in a darker, more serious atmosphere. Hopefully, this, in addition to very decent graphics, will attract a larger audience (although really, the

Rival Schoolers Unite

With its anime-esque premise and quirky characters, it's no wonder that the Rival Schools series has garnered so much attention from Capcom fighting enthusiasts. Capcom Japan even went so far as to sponsor a fanart contest on its website for Burning Justice Academy otaku, who itched to do their own renditions of Batsu. Shoma and the rest of the gang. For US fans, the site to keep an eye on is definitely the Rival Schools Network, which lists pretty much everything you'd ever want to know about the various students, teachers and miscellaneous bizarre characters that populate the series. Go to http://rsnet.telefragged.com/index.shtml to get properly schooled.













Part of Project Justice's appeal stems from each team's 'intro' and back story. In Japan, a whole manga series has been built off the fighting series—and we can understand why.



Another aspect of the series' draw for fans is the number of wacky specials and story points. After all, this is a game based around the premise that high school students are all about knocking the snot out of each other to defend their school's honor...or something. Anyhow, thanks to this game's new characters, its storyline is clearly going to be playing a central role: and story points simply make good sense.

The Momo Factor ALL FANS WOULD agree that Capcom has a

singular knack for throwing in an offbeat, whacked out character just to add some 'charm' in each of their games. This is a phenomenon we've conveniently labeled 'The Momo Factor.' Resident Evil has Hunk and Tofu, while Street Fighter has Dhalsim and Blanka, and the Megaman series has... well, all the characters are a little strange. Project Justice has Momo—the racquet-swinging minor with a penchant for busting out with dastardly combos and a name that ought to belong to either a mobster or a gorilla.



gameplay itself ought to be enough to capture the hearts of true gamers—come on, people, it's not like we're asking you to eat, like, a truckload of yams, or something! This really is an awesome series).

Capcom remembered to add

all of the extra stuff and tweak the control interface, but there are still some pretty significant problems that have yet to be addressed. First, it's quite clear that the company's 3D games tend to lack the tight feeling of speed and precision that you'll see in any of its 2D fighters. And thus far, *Project Justice* is no exception. For example, whenever characters jump, they seem to float—which makes landing

two-in-ones from the air way too difficult. Also, chain combos and air combos are sluggish—i.e., the lag time between tapping the buttons and seeing the action appear onscreen is too long.

Ironically, the problems

inherent in Capcom's 3D games seem to be caused by the fact that they're all based on 2D precedents. Capcom has simply taken the formulas established in 2D and thrown them into the 3D ring, without allowing for the difference in mediums. And besides proving that this method of 2D-to-3D transition just doesn't work correctly, this narrow, 2D-based mentality has caused innovation throughout the

realm of fighting games to stagnate. If Capcom trully wants to revolutionize this genre again, it'll have to start with the question, "What does 3D mean to me?" and not treat that third dimension like an afterthought. CHET BARBER

Dreamcast

PUBLISHER CAPCOM DEVELOPER CAPCOM GENRE FIGHTING ORIGIN JAPAN PLAYERS 1-2 ONLINE NO RELEASE DATE FEBRUARY

PLUSES [+]

Unique character designs, new control interface, lots of secret stuff, cool soundtrack, lots of combos

MINUSES [-]

Not a whole lot of innovative features

BOTTOM LINE [_]

With decent controls, tons of combos, a variety of characters this *Justice* league surely will not disappoint fans.





Somewhere between Virtua Fighter and Soul Calibur lies Fighting Vipers. Most of the attacks are hand to hand, but weapons combat via bikes (top) and guitars (above) also feature prominently. Each character has a few special moves—and if he (or she) is holding an object, this object is usually what the move involves. Check out the body-monitor next to the power bar: it monitors your armor status.



The action is way more frenetic than in your average Sega fighting game, although it's still a little calmer than in some of Capcom's 2D blow-outs. Check out the lighting effect on this hit blow, and the style of armor-all of it can be blown off with the appropriate hits.



Fighting Vipers 2

The return—and certainly not the tomb—of the unknown classic

lthough the sands of time have erased Fighting Vipers from most gamers' memories, true fans rember the arcade brawler (and its great Saturn conversion) as a high water mark in fighting. With its use of items like skateboards as weapons and its wonderfully destroy-able walls, it featured innovations not seen again until games like Power Stone and DOA 2 erupted. Even better, it offered a huge amount of fun and freneticism (is that a word?) [No, but we'll let it slide.-Ed.1 without being a button masher, which made it a

great counterpoint to the

austerity and subtlety of a game like Virtua Fighter.

Now, after years of neglect, a sequel is finally coming to DC. While no US release date has been discussed, it's a pretty sure bet that the game will make the

Pepsi Man-san!

ONE OF THE COOLEST FEATURES in the Japanese version of FV was its secret character, Pepsi Man. The Silver Surfer-esque figure is modeled after the popular mascot of Pepsi in Japan, a hero who delivers Pepsi to those

in need.

iump from Japan-if it's only half again as good as the original.

True to form, Fighting Vipers 2 keeps the gameplay fast and

furious. Interactive walls put in another appearance—to affect gameplay, once again-and the clever armor system returns, too.

Basically, each character starts off the game wearing 'armor'. Each suit is stylistically appropriate for each character. so it doesn't always look like the shiny stuff that medieval knights used to wear. And it doesn't make you invincible—it simply offers some protection during the early stages, at the cost of some limitations to fighting moves. In

fact, you may decide either to let the other character smash it off of your charcater slowly (or quickly, depending on the ferocity of the attack), or throw it off yourself. In any case, watching it fly across the arena adds some serious visual punch to matches-as does the ability to explode walls and to throw characters right through them. You can even finish a match by smashing your opponent with a meteor!

The game features five modes: Arcade, Versus, Survival, Training and Random, and there's also supposed to be an Internet option-although we don't expect actual online play. So. Two years after the release of the arcade version of FV2, the only question is whether a conversion can stand up against Soul Calibur and DOA 2. We'll find out soon!

CHRISTOPHE KAGOTANI

PUBLISHER SEGA DEVELOPER SEGA GENRE BEAT-'EM-UP! ORIGIN JAPAN PLAYERS 2 Online Nope Release Date 2001, We hope

PLUSES [+]

Tons of action, fast pace; armor and walls make innovative additions

MINUSES [-]

Warning: may be a mile wide, but only an inch deep.

BOTTOM LINE [_]

It should look great, but will all gamers like the fighting style? Time will tell...



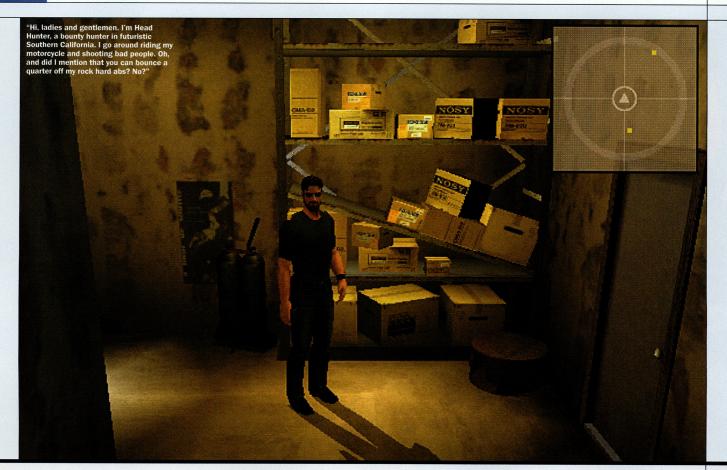
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Head Hunter

Mr. Fett, take off that tiara—we're passing the crown to a new bounty hunter

ne of the most tantalizing surprises that Sega slipped into its recent E3 lineup-bristling with denials, disclaimers, and the PR equivalent of a flashing neon sign saying "Keep Out!"-was a mysterious little title called Head Hunter. Rather fittingly, it was being developed in the snowy wastes of northern Europe by Swedish company. Amuze. But beyond a handful of screenshots and some rough video footage, little else was revealed about the game. Until now.

Taking place in a fully-realized 3D world, *Head Hunter* mixes an unlikely story with some very

promising gameplay details in order to give gamers a sneak peek at what the world would be like if the ESRB Rating Board replaced the government. Sound interesting? It is.

Head Hunter welcomes gamers to an altered US of the near-future, wherein governmental censorship has placed a strangle-hold on the culture and law enforcement lands in the hands of private contractors called "Head hunters."

You enter this new world as a shady, shades-sportin' bounty hunter. It's you're job to make sure that those wacky kids aren't sneaking any violence into their videogames or movies. The role is double-edged, in

that you'll be using violence to enforce a no-violence law...which is kind of a weird contradiction, but (or therefore) it makes the whole premise just that much more realistic.

There'll be plenty of evil factions to take down, through

Head Hunter vs. Renegade vs. Mike Salmon

Is it us, or is Lorenzo "Renegade" Lamas the pefect person to be playing head hunter? Barring that, we recommend former PCXL editor Milke Salmon. Milke used to have that Renegade 'do, and while he's cut his hair to catch up with the times (unlike Lorenzo), he's still got just the right amount of style and machismo for the role. Plus, since leaving PCXL, Milke has been working as a bounty hunter in San Francisco—although he usually drives a Jeep, not a motorcyle. Of course, he's married: that explains everything.

a long and difficult process which will somehow enable our hero, in the end, to dismantle the overbearing censorship laws altogether. Sounds pretty compelling...but you have to remember that these tidbits are little more than conjecture as Head Hunter is still so incredibly early in its development.

With a storyline that's so

fuzzy around the edges at this point, it's the gameplay and the concept that remain the game's strong suits. As evidenced by these screens, you'll have a choice between how you'd like to travel to your various rendevous points during the game: by foot or by motorcycle. And





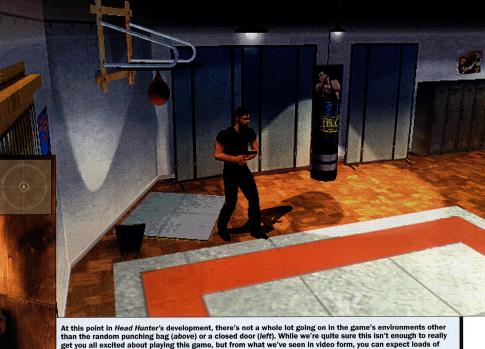


Bathroom Hunter

This poor soul looks like he's eaten a few too many Chicken Crisper lunches at Chilis: he's holding his gut tighter than Evan holds onto reviewable Disney games. In this screen, he finds (at last!) what he has been searching for-the bathroom. Unfortunately, it seems like the stall is occupied. Hope he can hold it—or else, "Clean up on Aisle 4, please!"



After you're done drooling over the reflections in that far store window (left), get a load of the sporty bike our hero gets to ride around on. You better get used to it, since this is going to be your main mode of trans portation, as well as a nifty way to unlock cool new fea tures and areas in the story mode. Like Mad Max, without the nuclear waste or Mel. Head Hunter also features a tournament "dome," Right on.



transportation isn't the only reason you'll need access to a two-wheeled vehicle. You'll also need your road hog in order to face off with dozens of challengers across the globe in the ominously named Aquadome.

Yes, you heard right. This is where Head Hunter's Internet

capabilities come into play: because, in the Aquadome, you'll be racing up to seven other DC owners. If you've got the skills to win, you'll unlock new features and items that will become available to you in the game's story mode. How's that for incentive?

And this is just the tip of the iceberg in terms of what Amuze is plotting to include. Cool extras like being able to use your VMU as a "beeper" in order to receive different messages or hints makes great use of an unjustifiably under-used peripheral. You'll also be able to use the Net for more than racing, by downloading numeric codes to access new or secret areas that

are otherwise inaccessible.

All of these details combined are supposed to immerse you up to your earlobes in what Sega deems "an interactive movie." That can mean a lot of different things, both good and bad. If it ends up with the "interactive" feel of, say, Shenmue, then we're all for it. Imagine a

Gratuitous Boba Fett Boxout #03

As a bounty hunter poster boy, Boba Fett may have a few lessons to teach to the lead character in Head Hunter. Because we don't have all of the details on the game yet, we can't tell you exactly what these lessons might be about: but that isn't what you really want to see here, anyway, is it? You just want another Star Wars-related boxout! And that's all the reason we need to write one. Here's a question: do the pages of ODCM contain more meaningless references to SW, or to Yuji Naka?

fully realized world populated by various characters that you must talk to and interact with in order to further the actiondriven plot. On the other hand, if it means "two minutes of gameplay in between three continuous cinemas," well, forget it. Who knows which way Head Hunter will ultimately jump-but we're hoping for the former.

enemies and thugs wandering the halls (or gyms) for you to attack or be attacked by.

While no firm date has been

given for the game's release, you can expect it to be poised to launch sometime toward the later half of '01. If it lives up its promise, you can bank on a lot of headlines hailing it as the Next Big Thing in action/adventure gaming. Maybe even in the pages of ODCM-we'll be sure to tell you how it's coming along.

FRANCESCA REYES

ACTION/ADVENTURE ORIGIN EUROPE PLAY-ERS TBA ONLINE YES RELEASE DATE 2001

PLUSES [+]

Loads of realistic environments and lots of potential. As it stands right now, the ambition level here is amazing

MINUSES [-]

Whether or not that ambition level will be met, we don't know. Early footage showed the game running slowly and sparsely, but the key word is "early"

BOTTOM LINE [_]

If we had to put money on whether or not it'll turn out lovely...we'd bet YES. Sega usually comes through with the goods



Alien Front Online

In this part of the space 'hood, everyone can hear you scream...

lien Front Online features a hackneyed plot, done-before gameplay, and a bafflingly unimpressive array of vehicles and weapons. And it should be number-one on your most-wanted list. Confused? Try looking at the third word in the title. Online. Okay. Now hold this thought while we get through the part that doesn't actually sound that great.

In a burst of extra-terrestial originality, the alien Triclops have decided to come to Earth, enslave (and probably eat) humanity, devastate the planet, drive slow in the fast lane and any other of a host of antisocial actions. Not surprisingly, it falls to you and your team of crack tank-drivers to stop the

madness by fighting massive armored battles across Tokyo, Washington DC and other places where humans and aliens traditionally clash.

That's right. You drive a tank, fighting against organic, living, tank-like alien mechs. And yes, we just said alien twice. You get the idea, though. In the arcade version, you control your tank with real tank-style controls, but since we have no twin sticks in the US, on Dreamcast, you'll just have to use your D-pad.

Now here's the cool part: not

only has the gameplay reached a level of transcendental sublimity that we haven't seen in the arcade since *Tokyo Wars* from Namco, but you actually can play online in teams of up to four human tanks versus four alien tanks. And you can play in any combination of arcade machines versus Dreamcasts. And you have your own permanent online handle that you can use at home or in the arcade. AND. thanks to Sega's new Dream Call technology, you can talkin realtime-to everyone else who's playing. Call in orders to your teammates. Taunt your enemies. Cry for help. Beg for mercy. Shout in triumph or scream in defeat.

Although the game is a fine single-player experience, anyone who's played it in the arcade can tell you that the close-in levels, blind alleys and killing fields beg for teammates, which ever side you're playing on. Being able to speak to your mates (you can either limit communication to team members or talk trash with everyone playing) adds an entirely new element, making the game just that much more immersive and enabling a new level of strategy in the play.

Luckily, too, the speech feature occurs against the backdrop of an impeccably designed game. We took some shots a minute ago at the conventionality of gameplay, but in fact, it makes sense. This is your traditional tank combat

game. You can choose (on either side) from three tanks, with the predictable speed-armor-weapons tradeoffs. There are the predictable power-ups—tactical nukes, flamethrowers, homing missiles, hellfires, and grenade launchers for the humans, and gravity balls, guided drones, cloaking spores and meteor showers for the Triclops.

But—and this is crucial—A) this doesn't mean the game is bad. It possesses amazingly designed levels, and the control (at least in the arcade) is astonishingly good, making it one of the better tank games













The juxtaposition of realistic war machines and bizarre, organic alien tanks is pretty cool (left). Tokyo gets destroyed again (above). Alien goop in the capital? Believe it (top left). At least the aliens are honest about their plans for the citizens of earth (top right).

Tank Combat Past

The first tank combat game was Atari's innovatively titled coin-op, <u>Tank</u>. (Trivia: it was the first post-Pong arcade hit). It basically sported the same gameplay as the 2600 pack-in game, Conbat: you control a



tank and shoot bullets at another tank. Sometimes the bullets would ricochet off the walls and obstacles, and sometimes the tanks (or shots) would be invisible. The next major milestone was Namco's scrolling, scaling, top-down arcade masterpiece Assault—the gameplay was pretty much the same, but things were much prettier. After that, Namco again moved things forward with Tokyo Wars—a networkable full-size arcade 3D tank combat cabinet. PC players got into the online act with the massively multiplayer <u>Tanarus</u> (Trivia: it was the game Verant did just before **EverQuest**), but it took the Dreamcast to add real voice communication to the mix.

we've played. And B) if you're going to add in 4-player team play, it's better, we'd argue, to add this new element to an established play style than to expect gamers to learn a whole new type of game at the same time that they're having to employ real team-play strategy for what may be the very first time.

Graphically, this is a firstparty Dreamcast game-which means that it looks great. The levels look great, and there are tons of weapons and lighting effects to keep things interesting. Human vehicles (M1A1 tank, Merkava, and M-109) all look like their real world counterparts, and the alien vehicles (two-legged walker, four-legged spider walker and hoverdrone)

look a lot like the Grey ships you probably saw a hundred times on field trips to Area 51 when you were a kid.

Despite the challenges of 8-

player online play, animations are also smooth and superfast. The levels are small, but perfectly formed for maximum carnage in fighting-and everything in the level is destructible: you can indeed blow your way through buildings. The overall feeling is Beirut '86: dodging for cover, moving to cover your buddies, and kicking some serious alien ass in tight urban quarters.

Planned Dreamcast enhancements include extra weapons and vehicles, new deathmatch maps, and a

brand new story mode. Plus, you can bring your VMU to the arcade, unlock special secrets and then take them home and use them on your Dreamcast version. So.

AlienFront Online? Cool. CHRIS CHARLA

PUBLISHER SEGA DEV SEGA GENRE TANK COM-BAT ORIGIN JAPAN PLAYERS 1-8 ONLINE DUH. BAT ORIGIN JAPAN PLAY RELEASE DATE MAY 2001

PLUSES [+]

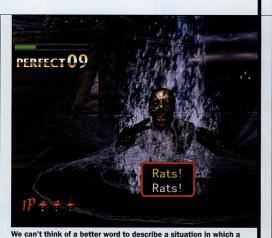
Voice chat, 8-player combat mayhem, arcade + DC play, etc.

MINUSES [-]

Tank combat = done before

BOTTOM LINE [_]

This is gonna be killer. We've been waiting for the opportunity to yell "Go! Go! Go! He's on your flank!" and have it mean something for years now...



Mavis Beacon: Typist ... or Zombie?

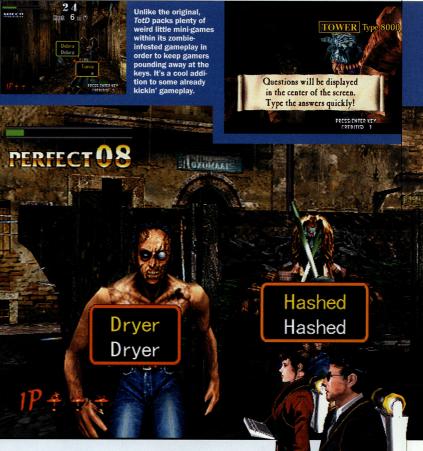
mankind. Rats indeed, good zombie...rats, indeed.

EVERYONE LOVES MAVIS and her extremely helpful typing programs. If it weren't for Mavis Beacon Teaches Typing Ver. 9 on Macintosh, we'd all be handwriting our reviews and thus

decaying zombie pops out of the water, just as we are trying to save

forcing you, dear reader, to decipher our crap cursive on purple dittoed prints. But imagine our surprise when we discovered that Mavis Beacon is nothing more than a fictional avatar (a la Bartles & James) created by the software company, to put a pretty face on those wonderful tutorials! We were actually kind of hoping to expose her as a zombie, but instead she's merely nonexistent...which is just as good, right?





Typing of the Dead

Zombies and literacy: two great tastes that taste great together

vping and zombies... rarely (okay, never) have the twain met in such a strange venue as Sega's upcoming Typing of the Dead, a nearremake of its classic arcade-to-DC lightgun shooter, House of the Dead 2. Originally released in Japan in order to promote the use of the DC keyboard, Typing of the Dead was warmly welcomed. But on the our side of the pond, the game has remained little more than an oddity of note (a typed note, of course). But this could change when the game releases Stateside in January.

The premise is exactly the same as the one found in House of the Dead 2: kill various attacking zombies in order to save a town overrun with all sorts of malodorous undead vermin. The catch is that you'll be doing it all with the aid of your keyboard, instead of with your lightgun or controller. Players will be challenged to quickly type various phrases and words that pop up on the screen in order to fend off the monsters-it's fast, furious

and educational enough to make any junior high school typing teacher proud.

Everything in the game has

been adjusted to suit the new periperal as well, including ingame cinemas featuring the cast of heroes donning DC backpacks

Only Typing can Save Your Life

Can typing really save your life? Read our three-pronged argument and judge for yourself.

Reason #1. Deadlines on ODCM. The faster you type, the less you are in danger of being decapitated by Dina's flying scissor kick.

Reason #2. Money. Face it—unless you're some genius supreme, you're go need to have some typing skills to earn any real middle management cash in this lifetime. And although middle management can be seen as the working equivalent of zombification, at least...well...damn. There really isn't any justification for middle management.

Reason #3. If you've ever hacked into NORAD, you know it's true that fast typing can save your life and those of millions of innocent humans. Remember War Games?

and strap-on keyboards instead of guns. Boy, is it a sight to cherish.

And while it may sound slightly silly, the actual gameplay is tough, challenging and pretty damn fun. Even the most seasoned typists, who've boned up on their skills by writing thesisstyle emails (mostly to us, it seems) on their DC keyboards will find it difficult to flaunt the blazingly fast skills necessary for taking down multiple enemies-a task which generally requires the lightning-speed entry of words like "Zimbabwe" or phrases like "Everyone pledge allegiance to a corn-dog pagan god." (Okay, so we made that last one up, but it's comparable to what you'll find in the game.)

If you have a keyboard and

ery satisfied with the wimpified non-lightgun antics of House of the Dead 2, this may just be your ticket to enjoying one of the best zombie rides on DC. Typing is the ultimate niche game to master. And no, we're not joking. FRANCESCA REYES

PUB SEGA DEV SMILEBIT GENRE SURVIVAL EDUCATION ORIGIN JAPAN PLAYERS 1-2 PERIPH KEYBOARD ONLINE NO RELEASE JAN

PLUSES [+]

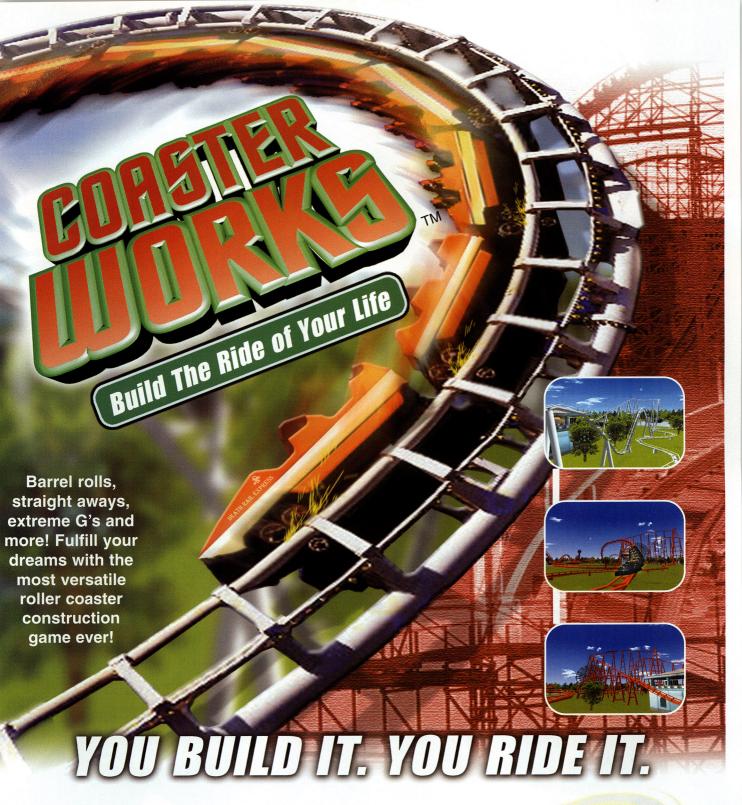
The next best thing to a lightgun shooter, without the lightgun or the shooter

MINUSES [-]

Um, this isn't an established genre?

BOTTOM LINE [_]

Clearly, Sega is committed to bringing all flavors of DC weirdness Stateside. Call us strange, but we're stoked











TIME TO SETTLE THE SCORE ONCE AND FOR ALL.





CARCOM

S KING RTD

Two monster corporations at war. One solution.

A massive martial arts event, Millennium Fight 2000, is organized

to settle the score and eliminate all conflict between the two parties. Many of the world's most famous warriors have joined and the public is going mad with anticipation. Join over 25 brawlers from Capcom's legendary Street Fighter and

SNK's world-renowned King of Fighters series' as they fight for universal domination.

Capcom vs. SNK...the ultimate collision of strength and power.









NBA 2K1

Throw one down

ast November, Visual Concepts released NBA 2K to a fairly muted response. It was arguably the best basketball game ever developed, yet under the Godzilla-sized shadow of VC's own NFL 2K. the title was somewhat overlooked. Complaints were lodged against its unnecessary animation sequences (which slowed the pace of the game), some all-too-ineffective dribble moves, and frequent play-stopping collisions on dribble drives...essentially. there were all kinds of gameplay elements that simply lacked the polish and finesse of a truly A-plus title.

Fortunately, this year's sequel has addressed most

of these gripes very much like John Starks addressed Michael Jordan and Horace Grant in the '93 playoffs: "Sorry 'bout kicking your ass, there. Did it hurt, sucka?"

Gameplay is in many ways

similar to that of last year's version, with the analog stick and button combinations reamining essentially unchanged. What makes a huge difference, however, is the number of refinements that VC has made to its old, established formula—the developer has managed to tune some basic features quite nicely, and, in doing so, has made the game significantly more playable.

Among the offensive



Ewing with the fadeaway 15-footer. You can't stop him. You can only hope to contain him.









The Human Highlight Film returns (top). There are plenty of moments in NBA 2K1 where you'll be watching a replay with your mouth agape, saying something along the lines of, "Ohmygod. This rules."

improvements is the greatly improved post-up game: Backing your opponent down with vour back to the basket is now a far more accessible option, and the war in the paint is now significantly more realistic. Players make use of their bodies to effectively establish position, and now have several options available to them from the post position. The move to a quick turnaround jumpshot is both simple and efficient, and it actually makes the postup game a viable option for players who choose this form of attack.

As opposed to NBA 2K, crossovers and spin moves are now extremely effective. Rather than simply providing a visual representation of the move, they actually serve to get you



Take it outside!

ONE OF THE MOST entertaining options created especially for NBA 2K's sequel is the new Street mode. Taking a page from real life, this feature enables you to hold court on various famous (or notorious) public park and inner-city blacktops.

For the record, Evan would like to state his opinion—in print—that the Knicks' management has single-handedly destroyed one of the hardest-working, over-achieving and downright coolest basketball teams of all-time. Tip: bring back Ewing, Oakley and Starks, ditch Glen Rice and Travis Knight, and win the big fella a championship. Fools.

around your defender in convincingly realistic fashion. Players make much better cuts without the ball, and taking jumpers with a man up in your grill is an altogether bad idea: Expect a nasty rejection letter, delivered promptly via airmail. Oh—and just wait until you see the swat blocks...

This year, players can also more effectively control the tempo of the game. While the emphasis is still on speed, quick hits and transition offense, players can slow the action down if they want—and the on-point passing means that getting into a half-court set and hitting the open man for a jumper is a very feasible proposition.

Making that jumpshot,

Welcome to TESTZONE

ODCM's Electoral Review College

If there's one thing that the review staff at ODCM isn't, it's unfair. This ain't no stinkin' monarchy, bub. Instead, it's a finely crafted system with loads of checks and balances. So, in essence, everything from Evan's crazy street lingo to Greg Orlando's obssession with Boba Fett gets an equal chance to reach the public. And we hand-count, too. God bless America.



GREG ORLANDO

Reviewed: Resident Evil 2, Super Runabout

What can we say about Greg that we haven't already posted in every single past issue of **DCM**? Well, we could say that he's the original "Bad Mamma Jamma", but that would be a lie. Instead, let's just settle for the fact that he's a man who loves zombies. Not that kind of love, but the love between a mother and son. Geez.

CHRIS CHARLA

Reviewed: Hoyle's Casino, Ms. PacMan Maze Madness

True story. Chris loves oldskool gaming and all things thereof, thus this issue's review of Ms. Pao/Man Maze Madness. But the real deal is that he actually loves the '80'S quasi-hair band Journey even more. We can't say that we're not scared by this coulded by the benefit per they have a videorstone dieth?

GARRETT KENYON

Reviewed: Spec Ops II: Omega Squad, KISS Psycho Circus

Former PCXL editor, Garrett Kenyon, would like to state for the record that he's not into games simply for the gore or the shooting. He actually prefers realitime simulations that feature unicoms and kittens, when he's not trading stickers with his pals. He especially likes the puffy stickers of Sanrio characters.

DR. JAMES PRESTON

leviewed: Surf Rocket Racer, BANG!: Gunship Elite

You may remember James from such **ODCM** reviews as Metropolis Street Racer and The Rings Terror's Realm, but this issue, we challenged him further by forcing him into his swimsuit for a little jetski action in Crave's Surf Rocker Racer. He may not say too much about the game, but he loves duckies.



EVAN SHAMOON

Reviewed: NBA2K1, Ready 2 Rumble Round 2

Little known fact: **ODCM's** own Evan Shamoon is one of the most notorious trashtalkers in the business, which made him a perfect choice for reviewing *NBA 2K1* and *Ready 2 Rumble 2*. He's also a big Patrick Ewing fan, and he cried like a little girl when Ewing was traded to the Sonics.

Our Scoring System

No, pal, not that kind of scoring system. If it were, we sure wouldn't give it away for free—we'd be selling it in the back of *Maxim* for \$29.99. And Evan would have a date this weekend.

We score games on a scale of 1 to 10. When we believe a game is just average, we give it 5 out of 10. If its appeal is aimed directly at fans of either its genre or its series but is not something that will be enjoyed by everyone, it gets 6 out of 10. And we've even added a spliffy new scoring system for graphics, sound, control and gameplay!!

Peripherals are another story. Since it doesn't make much sense to score a VMU or an extension cord on a 1-10 scale, we've created an incredibly clever and cute smilley-face score system. We hope you'll find it self-explanatory.

Dream Game Award*

With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that is so duly honored is guaranteed to be good, no matter who you are or what type of games you like to play. An essential purchase!

* Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately. 10 instant classic

9 phenomenal

8 excellent

7 good

6 for fans

5 average

4 mediocre

3 flawed

2 its mom loves it

1 coaster











As of this writing, the 76ers are 8-0. This is especially impressive considering the fact that just a few years ago, the 76ers had a total of nine wins over the course of an entire 82-game season. Nothing a little shot of superstardom (read: Iverson) can't fix.

Gerv-in gets his swerve-in: Aside from a little finger-roll, the Iceman can also throw down poster-inducing facials such as this one. We want to know what's up with gorilla-man down there in the front row.



NETWORK PLAY

NBA 2K1'S NETWORK INTERFACE is more polished than that of its NFL counterpart. Players can set several filters, including the opponent's rate filter, keyboard filter and game mode filter (street, exhibition, or both) to find the most suitable online matchups. The game also has ten chat macros, which can be assigned to keyboard buttons for quick trash-talking during play.

Unfortunately, when it comes to the action itself, VC's b-ball game doesn't have quite the flow that NFL 2K1 accomplished with its online play. The primary reason for this—aside from the ever-present lag issue—is the fact that basketball is much more of a twitch sport than football (well, at least when you're using your thumbs and a control pad to play it). Because of the relatively small margin for error—in either making a defensive play or hitting a jumpshot—things can get a bit touchy. So when there's lag, unless you anticipate where your opponent is going at the precise moment that he attempts to go there, you can consider yourself toasted. Same goes for jumpers: the millisecond delay changes the moment of release from the apex of your jump to a split-second before or after.

But in the end, the quality of your online experience depends on your connection (and your opponent's connection as well). When we played, there were times when things went swimmingly—while at other times, the jerky action made us want to fling the controller away.

however, is more difficult. Like last year's game, NBA 2K1 demands that players release the shoot button precisely at the apex of their jump, or else risk taking a trip to Brick City. While it is reasonable to accede that developers should be able to count on players having at least some skill at hitting a jump shot, we were surprised at the number of reliable shooters who missed open jumpers.

NBA 2K1 retains its Season, Franchise, Exhibition, Tourney, Practice and Quick Start modes, and adds Street and Network options to the fray as well. While it might seem merely tacked-on, the Street mode is a spectacularly entertaining addition. Gamers get to ball on real-life blacktops like The Cage in NYC and Franklin Park in Chicago, and each of the street courts is depicted in near photo-realistic detail. Players compete in a variety

of different matchup options, from NBA Jam-style up-tempo two-on-two contests to more traditional, NBA-style five-on-five games. This mode captures the essence of street hoops very well, with passing cars and trash-talking providing the amhient noise

Still, for as long as they have been around, basketball games have lagged several steps behind the quality of their gridiron counterparts-and sadly, this one is no different. While it remains the best console basketball game on the market (by a landslide), NBA 2K1 frustrates for several reasons. Many of the AI routines are simply too strict; gameplay is hampered by an inordinate number of steals; and player collision boxes are bigger than they should be. This often leads to a fair amount of awkward bumping and shoving when you attempt to bring the ball into the paint, and makes

defense more of a hit-and-miss affair than the straight-up sort of kill-by-skill that it should be.

Far from being just a statistaical update, yet not quite perfect, NBA2K1 is clearly the best console b-ball game ever made: it's an absolute must-play for sports fans. EVAN SHAMOON





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"Right! Left! Right! Illegally-sharpened hairdo stab!"





Afro Thunder goes head-to-head (well, more like head-totoe) with Shaq Diesel. True Story: Midway staged an event in Las Vegas, in which the real Afro and Shaq squared off in the ring to play a match of Round 2 on the big screen



Ready2Rumble:

Don't call it a comeback. Midway smacks us upside the head once again

ubtlety comes in many forms. We here at ODCM can safely say, however, that Midway's Ready2Rumble series is not one of these forms. Round 2 brings back all of the ridiculously over-the-top antics that made the first game such a gem, and adds to it a host of improvements-mostly in the form of more/more/more. And while the game certainly won't give anyone who didn't care for the original title anything to write home about, the seguel proves to be a worthy successor. It's a damn good shot of mindless entertainment.

True to form, Round 2

diligently continues Midway's legacy of pick-up-and-play gaming, eliciting such hard-hitting, hyphenated descriptions as "smash-mouth" and "in-yourface" from game journalists nationwide (yours truly included, apparently). This is straight-up twitch-gaming for the masses-Round 2 effectively translates the sweet science into the sweet violence, while holding on (albeit loosely) to all of the fundamental rules and principles of the sport. It may be all hopped up on goofballs, but it's still boxing. So, please: no kicking.

When it was first displayed

to the public in the months leading up to Dreamcast's launch, the original Ready2Rumble blew gamers away with its shiny, polished visuals and wonderfully engaging personality. Characters came to life (by beating one another to a pulp: ain't it grand?), and imbued the

game with a look that was all its own-and distinctly next-generation. Punches landed with an immensely satisfying quotient of 'thwap', and the skin on opponents' faces wibbled and bruised accordingly. Heads snapped realistically in whatever direction they were

punched, and each round's progress was recorded in cuts, bruises and sundry bodily redecoration. Of course, while all of this made for an enjoyable slugfest, the depth of play wasn't far removed from an exceptionally good match of Rock'Em-Sock'Em Robots.

New Kids on the Knock Your Block Off











Midway's attempt to address

this problem comes in the form of much-improved character AI, more advanced moves and a slightly deeper fighting model. Beating up on the computer is far more of a challenge than it was last year, requiring a somewhat deeper mastery of the game's controls-button mashing will simply not put your opponent down for the count, no matter how many punches per minute your fists of steel can throw.

Instead, players will have to come to grips with multiple-button attacks and combinations, and get good and agile at using the dodge button. It takes more than a little bit of the old rope-adope to get through this one (that's right, the computer will now not only attempt to back you into a corner, but will







Michael Jackson certainly has a big enough target to hit in Big Mama Tua. What's cool (from a certain point of view—like, the one that doesn't make your toes curl up in horror) is that when it's played on a VGA monitor, Round 2's level of detail allows you to see the individual stretch-marks on Mama's body. The game has a shiny, polished look that reminds us a lot of Rocky IV.





environments is impressive: check out the scuff marks on this floor, for instance.

David Lee Roth would kill for these purple ankle-warmers...and so would Dina. The level of detail in Round 2's costumes and



aggressively attempt to fight it's way out of whatever corner you've backed it into).

In terms of bulk, Round 2 has signed several new boxers to its list, the most recognizable of whom are King of Pop Michael Jackson and fab movie star Shaquille O'Neal. Eleven of the game's original boxers make a return-all with new costumesand another five newbies round out the pugilistic lot. Each of these cats has been equipped with a new menu of taunt and victory animations, as wellthe quality of which is fairly disappointing. Midway must've hired some Rogaine-popping LA producer-type guy to supply the 'attitude': and the resulting barrage of '90s-chic, over-thetop ethnic stereotyping is stale

Graphically, the game has seen only marginal upgrades: textures seem cleaner, character animation has been smoothed out a bit and little touches like bouncing afros have been added to embellish the visuals. And several new camera angles—most notably the Telephoto lens—give these graphics a nice new sheen, as well.

The poorly-recorded voices and a lack of any in-game music don't especially help matters, however—and neither do the obtrusively long load-times between matches. It's never wise to slow the pace of a game that is based almost entirely upon its frantic, non-stop pacing.

This Round does come out swinging with additional modes, including Tournament (which can accomodate up to eight players!) and Team Battle, in which you join one other person

to battle up to eight opposing boxers in a last-man-standing series of bouts.

Also worth noting is the game's new-and-improved training mode, which includes a fully 3D trainer and sparring practice against a passive AI opponent. Mini-games include stair-climbing, jump rope, aerobics, weightlifting, sway bag, heavy bag and speed bag. These are mildly entertaining diversions, in a Space-Channel-5-without-the-style kinda way, and they're necessary steps in your journey to the championship mode. The only bad thing was that it kept reminding us to get out and get busy with some real-life exercise instead of sitting at our computers. Which we clearly didn't do. Oh, well.

As in Round 1, the key to winning is timing: if you're not on your game and picking your

spots, you'll be kissing canvas faster than you can say "Floats like a butterfly, stings like a bee." The original game's Rumble punch has returned, and can now be built up three times over-with each build, of course, being more powerful than the last. If you manage to build up your Rumble meter all the way, you can stage massive comebacks in even the most dire of circumstances. This feature. along with the fact that taunting can now build up your Rumble meter as well, adds a great deal more depth to the game.

Perhaps the most disappointing

thing about Ready2Rumble: Round 2 is its lack of online multiplayer capacity. With a game like this—after Midway has had a full year to figure out how to implement online support this feature should have been a no-brainer. Frankly, we think Midway should have gone the extra mile; we would have enjoyed beating our overseas amigos to a pulp. Still, there's satisfaction to be had, here—for both first-time players and Ready 2 Rumble vets alike.

EVAN SHAMOON



www.dreamcastmagazine.com

weren't ever funny.

from the get-go-particularly

since most of these utterances

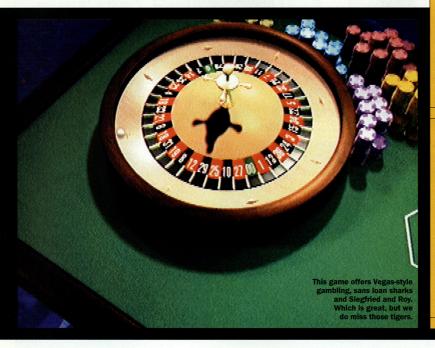






KNOW WHEN TO RUN

IT'S A SHAME THAT one of the best elements in Hoyle—on paper—turns out, in practice, to be its biggest problem. Since the 'feel' of gambling has as much to do with the players as the play, the addition of NPCs should have upped the fun ante. Instead, it slows the program down so much that even Kenny Rogers wouldn't be able to run (or walk quickly) away.





Hoyle Casino

Worth a gamble? (Snicker, snicker.) Don't bother putting on your poker face

here's a lot to like in Hoyle Casino. Unfortunately, there's also a lot to dislike, and it's no sure thing that you'll be able to slog through the disliked parts to get to the good stuff.

First, we'd like to say we don't have anything against Dreamcast games made with the Windows CE operating system—but we do. Why? Hoyle is a perfect example: loading times are long, and the game periodically pauses for a few seconds to load what seems like one or two frames of animation.

But lets go back to the good stuff for a minute. This is an exhaustive casino simulation, with blackjack, craps, pai gow poker, regular poker (including stud, draw and hold 'em), video poker, roulette, and about a million different slot machines.

Each of the modes is very

well done. There are enough options to configure any of the table games to any rules used at any casino we've ever been to, and there's extensive stattracking and even a small tutorial for each game. The game supports up to four players, but if you're playing alone it'll add in NPCs for a real casino feel. Each character has a cartoonish look, a distinctive personality/betting style and a small, unique library of animations and speech.

Unfortunately, this is where the problems start. We liked the idea of the characters-but whenever they're turned on. the program is so damn slow it's almost unplayable. Every hand in blackjack, it seemed, featured at least one major disc-accessing pause. This was just infuriating: it destroyed the very rhythm that makes gambling so fun. To counter this effect, you could turn off all of the characters and animation to speed things up, but then it wasn't much better than playing any of the myriad of free casino games you can find online. The lack of online play was also sorely felt. If we'd been able to play online, things would have

been so much better—but that's the case with just about every new game these days, it seems.

We liked the stat-tracking

and we liked the card-counting help in blackjack. The game was fun to play with friends, and it was also a good place to try out some strategies before **ODCM**'s monthly trip to Reno on the Lucky Tours bus with our petty cash fund.

So. Underlying gambling algorithms and variety of games: great. Overlying interface and character graphics and animation: rubbish. If you're willing to tolerate the slowness and jerkiness of the graphics, this game may well

be worth your \$40. But we wouldn't bet on it. CHRIS CHARLA



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Check out these Egyptian themed ghosts—touches like this abound. See those cliffs (below)? Don't worry, you can't fall off them: you are basically stuck in the maze, so platform jumping never really enters the play. If your g-friend is not down with Dreamcast after you've shown her Ulala and Samba, this may do the trick.









From eating dots to printing dots...

ALTHOUGH SHE'S BEEN a staple mascot for years, the DC iteration of Ms. Pac-Man is actually Namco's first go 'round with the title. The original Ms. Pac-Man was a conversion kit for Pac-Man machines made by a company called GCC Technologies and marketed by Bally-Midway, distributer of Pac-Man in America. GCC, which was started by a couple of MIT undergrads. It's still around, by the way—it now manufactures and sells laser printers for Macs and PCs. The printers aren't as fun as Ms. Pac-Man, but they're really nice machines (Chris's dad has one; he loves it). Check 'em out at www.gcctech.com.



Ms. Pac-Man Maze Madness

The Material Pac is back!

ometimes a game so strongly defines a genre that it's impossible to imagine the genre without it. Tony Hawk and skating games. Street Fighter and brawlers. Pac-Man and mazes.

So it's appropriate that nearly 20 years after she entered the scene, Namco's Ms. Pac-Man sticks to her roots. This is maze game, boys and girls. Eat the dots. Avoid the ghosts. Eat the power pellets. Now eat the ghosts.

Of course, Namco has made some changes to bring Ms. Pac-Man into the 21st century. The game is now in 3D, and rather than levels, you have stages and worlds a la Sonic (actually, the stage structure-and in fact the entire game structure-bears a striking resemblance to the PlayStation

game Ape Escape), with each of the stages in a world sharing a similar graphical flavor.

As explained in the very nice,

traditionally animated intro and cut-scenes, Ms. Pac-Man is sent into these different worlds and times via a special machine created by Professor Pac. Why? If you've played a game before, you won't be surprised to hear that it's to recover the gems of virtue, which have been scattered throughout time and space by the ghosts-and if they (the gems) aren't recovered, they threaten to destroy Pac-Land.

Although the levels themselves are maze-based, these aren't the mazes you'd expect to see in Ms. Pac-Man. Like we said, they're in 3D-but they also scroll and feature several new items, including moveable

walls, jump pads, warp zones and more. Completing each maze gets you a star, but to fully beat the game, you'll need to do more than that-you have to beat each level under a certain time and get all the dots, etc. Of



Mo' GCC Facts

GCC (see boxout above) was also responsible for the creation of the Atari 7800 system, and almost half the games Atari released for the 5200. And Foodfight. Damn. They're good.

course, once you leave a stage you can always return to try to complete the challenges later.

Graphically, everything is

sharp and high-res, but polygon counts (and everything else) seems identical to the Play Station version. It's a pretty simple looking game, so that's not a bad thing. But we would have liked to have seen some Dreamcast flair-lighting effects, better sound-something to distinguish it.

As for the gameplay, it's fun and incredibly easy to get into (making this ideal for playing with kids or your non-gameplaying significant-other), but the maze gameplay does start to get a little stale after a few hours. Luckily, cut-scenes are good enough that you'll want to keep going to see them. But

don't be surprised if this game ends up shelved long before vou've earned every star. After all, it isn't like you haven't played this game before...

CHRIS CHARLA



GRAPHICS 7 ute, simple, but not beyond the PSX version.

SOUND 6

Nice, but again, nothing amazing auraelly

CONTROL 8

nalog, smanalog: this is pure digital, baby.

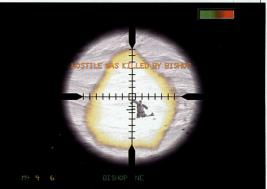
GAMEPLAY 7





This night-vision scope lets you attack at night. The bummer of this game is that almost every piece is here; it just fails to add up to more than the sum of its parts (especially considering the online part, which isn't there at all). Still, if you're into tactical combat, it's probably worth a rent to see if you get into it more than we did.





SpecOps II: Omega Squad

See this? You should be impressed. Killing people from long range via the scope is actually wickedly difficult.

A PC hit and a DC miss—well, actually, a near miss. It kinda grazed us...

t's no surprise that Ripcord virtually snuck Spec Ops II Omega Squad out the door with little fanfare. With tons of real-world missions and weapons, input from the US Army's first Special Forces team and a well-established product line (Spec Ops I. Spec Ops II, and a Spec Ops addon pack, all for PC behind it), Omega Squad should be an immediate hit.

lect Loadout Screen

Unfortunately, though, it seems that the DC version has taken a back seat to the PC version when it comes to quality. It isn't the graphics-they hold up in competition against visuals in any other DC shooters. And it isn't the gameplay-it's quite satisfying, with a huge number of missions incorporating different objectives to be completed (in fact, we would go so far as to

say that the depth and skill required to master a game like Spec Ops II makes it an entertaining strategy romp). So what's there to complain about? What the game doesn't have.

First off, a multiplayer mode is conspiciously absent from the game. Secondly, there is neither hide nor hair of even the remotest semblance of any online support to be found. It may be nitpicky to complain about

such things, but Spec Ops II is hitting store shelves just as SegaNet takes over the DC gaming world (and there's already an online community built around the PC version), and it's a pretty big thing to leave out. Okay, it's a REALLY big thing to leave out.

play is diagonal strafing-a feature that enables players to push forward and strafe at the same time, in a diagonal motion, thus helping them dodge bullets and

fire off what should be an instant lobotomy shot, only to Another thing absent from players to zoom in and out-

View to a Kill

One interesting feature of Spec Ops II Omega Squad is the Drop Camera option, which enables players to drop a camera into a certain spot and to watch the action from that point of view. While it is somewhat difficult to control your character in this mode, it definitely makes for some interesting gameplay moments. Besides that, the game also allows you to play from either first- or third-person points of view. negotiate terrain. This omission makes navigating the landscape difficult when trying to elude sharpshootin' enemies. Also, your crosshairs reticle is shamefully inaccurate. It's frustrating to watch your bullet zing harmlessly over your enemy's shoulder. And the sniper scope doesn't allow you've only got the option of one real close-up view.

Even with these flaws, Omega

Squad would've been passable only a mere three months ago. But with some awesome tactical military games already available and several stellar new shooters due for release any day now, Omega Squad simply doesn't shine brightly enough to dazzle.

GARRETT KENYON



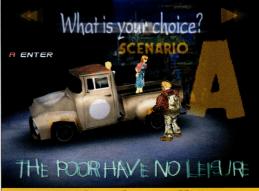












You Make the Call

THE POOR HAVE NO LEISURE!

THIS CRYPTIC PHRASE, WHICH appears onscreen during the courier scenario of Super Runabout: San Francisco Edition, troubles us. It brings to mind words like 'socioeconomic' and 'disenfranchised', which have been gathering dust in the back of our mental closets since college. Does this text imply that po' folks don't "get" leisure, or that they simply can't afford it? Does it insinuate that the elegant pleasures of sitting on a veranda while manservants prepare mint juleps and watercress sandwiches would simply be wasted on the poor? Is it because the word 'regatta' doesn't appear on spelling lists in most public schools? Or maybe we just need to take a nap.

B BAD NEWS HAS WINGS!

ANOTHER PITHY BON MOT. "BAD news has wings" (screen not shown 'cause it looks just like the one above, only with the words "Bad news has wings"), introduces the game's police scenario. News (of the 'bad' ilk) has thusly been given the characteristics of a bird—which could suggest, by logical extension, that it can, in fact, defy gravity and fly south for the winter. Or that it can beg for a cracker—as in, "Bad news wants a cracker"—or mate for life like a parrot if it happens to meet a tidbit of good news that it likes...two opposites sticking together like male and female bits of Velcro...

Super Runabout:San Francisco Edition

We left our hearts (and our hubcaps and our fenders) in San Francisco

iss those pesky traffic rules goodbye. Super Runabout: San Francisco Edition invites players to engage in such destructive and overly fun activities as smashing into stuff, blowing things up, performing dazzling Dukes of Hazzardesque jumps and running down innocent pedestrians. It is, in short, a true-to-life portrayal of everyday automotive life in San Francisco.

The game offers missionbased play wherein Dreamcast drivers can choose two different occupations (cops or couriers) and gain valuable dollars by wreaking havoc on anything and everything. Basically, you can think of Super Runabout as Crazy Taxi's less insane cousin, Mildly Wacky Taxi.

Super Runabout does an excellent job of sustaining a goofy tone, asking players to derail a runaway cable car, collecting bombs and plowing through the city collecting fixings for a hot dog. Everything in this decently rendered world is fodder for destruction: collisions are portrayed in the most exaggerated way possible, with cars hurtling in all directions, shattered glass spraying wildly, radiator steam gushing into the sky and hoods and fenders buckling like the

French in World War II.

Even a lowly motor scooter can be used to smash up a great big bus and the effect remains both wonderfully comic and oddly endearing.

There are approximately 25plus cars to unlock, including a

plus cars to unlock, including a tank, a street sweeper, a bus, a limousine, and—we are not making this up—a piggy. An ever-

imposing time limit ensures a manic pace for every mission, and the well-designed streets (modeled authentically on the real McCoy) contain all kinds of shortcuts, just waiting to be discovered.

Remarkably, this game succeeds on many levels, and certainly despite its

failings. Interplay brought it over from Japan after toiling mightily to fix a small plague of problems, but they weren't totally successful. Some of the vehicles still handle sloppily, and even a neat garage option, which enables fine-tuning of individual car parts, does little to rectify the situation.

Add in some egregious clipping and collision problems that manifest every time you hit a pole (moving objects are initially stopped by such an obstacle and then allowed to pass right through it), and you'd expect disaster: but none of these potholes is quite deep enough to cause a total wreck. It's more like a lovely mess. GREG ORLANDO



PUB SEGA DEV CLIMAX ENTERTAINMENT GENRE FISHING ORIGIN JAPAN PLAYERS 1 ONLINE NO PERIPHS STEERING WHEEL ESRB T PRICE \$39.99

GRAPHICS 7

ink a muddier vesion of Crazy Taxi's graphics

SOUND 6

The wonderful sound of a car crashing into everything

CONTROL 5
Darn those slipper

arn those slippery and spastic cars!

GAMEPLAY 7

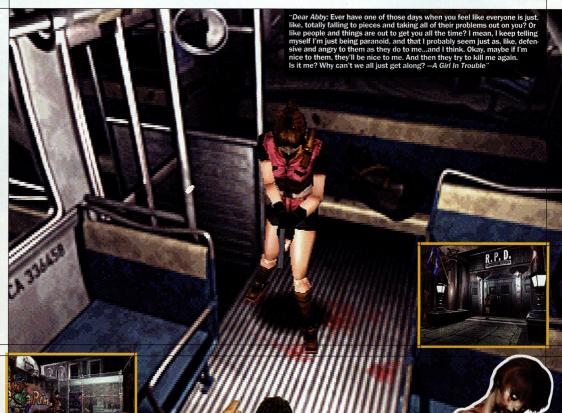
Fun reigns over all the game's problems

Score: 7





BACK IN THE 1960s, all you needed for rock stardom was to claim British citizenship. Rockin rollers The Zombies, who neither rocked nor rolled with notable aplomb, managed to carve out a brief piece of fame with a series of quirky but 'seminal' songs. They're indirectly responsible it's said, for phenomena like The Doors, The Kinks, and a whole series of UK passports. A few hits like "She's Not There" and "Time of the Season" weren't enough to keep the Zombies alive, and after five years, they called it a day: just as their final album (which went platinum) Odyssey and Oracle was about to be released. In an odd twist, CBS records attempted to resurrect the dead Zombies, but the boys in the band demurred...





Resident Evil 2

Swimming gorgeously in the dead pool... Come on in, the water's fine

h, zombies. Their shambling, flesh-eating antics provide endless fodder for some of Dreamcast's finest titles. Now, Capcom is adding what might be its greatest non-DC exclusive epic to the undead mix: Resident Evil 2 joins the party on Dreamcast.

A 3D, third-person survival horror masterpiece, RE2 puts heroine Claire Redfield and newbie cop Leon Kennedy into a warzone, where the Ungrateful Dead are on tour and livening things up. Claire and Leon star in separate but interconnected adventures, which sprawl (and bleed) over two GD-ROMs.

The game itself remains unchanged from its PC, Play

Station, and Nintendo 64 iterations in terms of plot and pacing, but updated graphics add extra punch: characters and background seem even more endlessly ominous, not to mention sharper and crisper.

close to capturing Evil 2's oppressive mood, decidedly

Few games have ever come creepy storyline and horrific

enemies. The Raccoon City Police Department headquarters where most of the adventure plays out is more tomb than hall of justice; every dull slap of shoe against tile, every darkened corner and every moaning member of the Recently Exhumed Club helps to build a monument to delicious terror. The game seems to take perverse pleasure in administering brief shocks

BUILD A BETTER ZOMBIE ...

ACCORDING TO WEBSITE The Webtender (www.web tender.com), a fine zombie can be conjured from the following ingredients: Light rum, Creme de almond, Sweet and sour, Triple sec, Orange juice and 151 proof rum. Were we a less responsible publication, we would recommend that you shake all of the ingredients with some ice, and strain the result into a collins glass over ice cubes. Then, we if we weren't so darn morally upstanding, we might suggest that you float the rum on top and serve this undead concoction with a cherry. But we won't.

(i.e., greedy, tentacled hands shooting out of a hole in the wall and grabbing at the hero, or a tantalizing glimpse of something scampering across a window pane and quickly disappearing into the murk) to churn the adrenaline at random intervals.

These scary elements, designed to elicit brute reaction, are mixed with moderately difficult puzzles that'll stir your intellect. It's a heady combination-and a clunky control system, which can often turn walking in a straight line into a Herculean task, was never a distraction big enough to pull us out of the game. In fact, nothing could stop this zombie hell from being...well, heavenly.

PUBLISHER CAPCOM DEVELOPER CAPCOM GENRE ZOMBIE AVOIDANCE ORIGIN JAPAN PLAY-ERS 1 ONLINE NO ESRB E PRICE: \$19.99

GRAPHICS 8 sharper, clearer PC version

SOUND 7 etic sounds help sustain spookiness

CONTROL 5

Players must push a button to walk down stairs

GAMEPLAY 8

Score: 8





try the bunny hop. Simply hold down the R trigger for acceleration, then release the trigger, snap down on the analog stick and hit the trigger again for a quick jump. Do it with your eyes shut if someone's around



Surf Rocket Racer

Better hope a sofa cushion can be used as a flotation device...

t's never a good sign when a new Dreamcast game can't even live up to the standards of a

launch title. Surf Rocket Racer, like Hydro Thunder, is an arcade-style speed-fest across a watery landscape.

But unlike Hydro Thunder, it has rather mediocre graphics. few interesting shortcuts and even fewer cool unlockable

extras. With only a handful of tricks, characters and maps to explore, this one is soggier than the last frosted flake in the bowl.

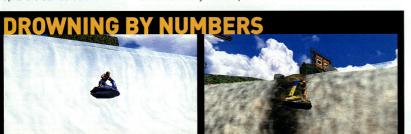
Which isn't to say that there

aren't a few sparks of imagination in Surf Rocket Racer-there just aren't enough to start a fire of frenetic fun. There are only seven basic maps, with five of them lightly modified to create 13 slightly different courses. However, only two tracks have any visual flair. The Niagara Falls level sends racers over (you'll never guess) the Niagara Falls; the final phantom ship level has some nice scary moments. But unfortunately, the good bits

only serve to remind players of just how boring the rest of the

Visually, SRR underwhelms with bland textures and flat environments. The waves look nice, but from a physics standpoint, the interaction between surf rockets and water doesn't float. The wake behind rockets is a simple texture that doesn't move or reshape, succeeding only in looking utterly artificial. And while the bright skies, clear water and hidden caves of the Bahamas stage are quite pretty, settings in New York, Rome and the Amazon are just pretty darn dull.

Unfortunately, things aren't spiced up by the routine game-



Although there have been stories of daredevils going over the Niagara Falls in a barrel, the real challenge has been crossing the great cascade by tightrope. Since the early 1820s, more than a dozen men have walked across the falls on a single line-and one guy, William Hunt, even did it blindfolded with baskets (baskets? Was he sponsored by Pier 1 Imports?) on his feet. FACT: while plummeting down the 180-foot Falls is a showy way to drown, one can do it just as effectively in as little as six inches of water—many people are victims of their own bathtubs. If, however, the lethal tubwater is cold, one can be revived with few ill effects up to an hour after unconsciousness, as long as someone is there to fish you out. Always use the buddy system, kids.



play. You'll choose between six different racers, each with slightly different speed, acceleration and handling stats. You can't create your own character, nor can you improve the stats of the six initial characters by winning races. And once you become good enough to handle the "expert" drivers, there is little reason to bother with the beginners ever again. But who needs replay value?

The limited selection of

characters wouldn't be so bad if players could use their own judgment to pick the right driver for the right course. But once you've chosen a driver for a championship round, you can't switch drivers between races. In other words, you have to race the same character, with the same strengths and limitations, through both choppy straightaways in the Bahamas and narrow turns in New York.

This strange glitch is made

even worse by the fact that you can't save your progress between races. So if you win the first three races of a championship and flub the final track, you'll need to race all four over again. It's an irritating and artificial way to inject more calories into an anorexic title.

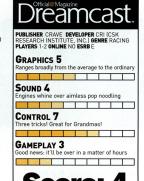
There are three other modes

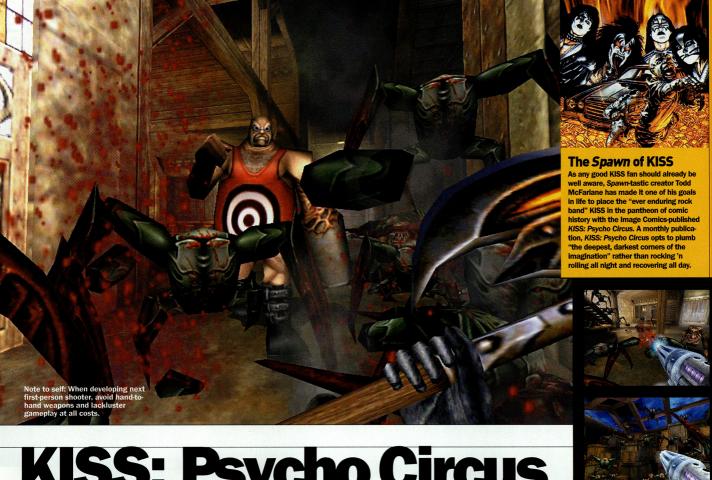
besides the championship, but none of them are particularly exciting. The Tricks & Techniques mode, for instance, requires mastery of the game's broad selection of three—yes, three—tricks, which consist of the less-than-thrilling "bunny hop" plus some loops and barrel rolls off the ramps. Ideally, these sorts of tricks would come in handy in the regular

races, but since pulling stunts only adds a few seconds to the clock and often costs you vital speed, there is little reason to waste time on them.

In other scenarios, you'll

collect balloons, race against the clock or challenge other players on the exact same courses. Yawn. Even with the hobbled save system, it didn't take us long to win the whole thing—twice. Given its lack of any real depth, Surf Rocket Racer proves (if nothing else) that a game really can drown in shallow water. JIM PRESTON





KISS: Psycho Circus

The Nightmare Child: Now available with sins of omission included!

n this day and age, it's hard to imagine what would motivate a company to publish a first person shooter with no multiplayer mode. The deathmatch experience in a first person shooter is more than just

another feature, it's the coup de grace, KISS Psycho Circus: The Nightmare Child lacks a multiplayer mode. But its absence is consistent with the rest of the game, as it also

lacks a whole variety of other features-fun being the most apparent of them.

The game plops you right in the middle of a dark fantasy world with an objective that is too long and complicated to

describe in this review. Putting the crux in a judgement-free sort of nutshell, we'll say that in order to beat the game, you must roam through a series of frightening levels while shooting hideously disfigured

circus freaks. Sounds fine: but the devil is in the details.

Psycho Circus does boast the ability to throw more enemies at a player in one shot than we've ever seen in a

Dreamcast game (barring the 70-thug brawl in Shenmue). Whenever this happens-probably due to memory limitationsyou'll note that the majority of your enemies onscreen are poorly rendered creatures of the headless spider and fire-spitting doglike monster ilk. The bossesaltered circus freaks like the Fat Lady and the Cannonball Manare sufficiently macabre and not too hard on the eyes, but their fighting skills leave something to be desired. There's little imagination either in their patterns or in how you battle them. Every confrontation turns into a mindless, boring frag-a-thon with no satisfaction guaranteed.

The game's plotline places you in the rotating roles of all four KISS band members. As each

task and receive a piece of armor for your trouble, which will then transform you into an immortal something-or-other. It all has something to do with the story, which, while imaginative and complex, gets kind of lost in so much knee-jerk triggerpulling action-and in solving goofy puzzles, as well.

Exercises in frustration, the puzzles will have you retracing your steps all over the map seeking hidden objects and passageways. Which seems out of place in a game that (by the publisher's admission) is entirely devoted to action.

KISS Psycho Circus: The Nightmare Child isn't inexcusably horrible. It just doesn't meet today's standards for FPS games, either in graphics or gameplay. And the fact that it member, you'll complete a given has no online or multiplayer

gameplay to speak of is only the stale icing on an already tasteless cake.

GARRETT KENYON

GRAPHICS 6

Bosses and some levels are beautifully done, but textures tend to be muddy and blurry

SOUND 8

Light on the KISS; ambient soundscape adds to the ominous mood

CONTROL 5

Nothing special here, keep moving; no keyboard or mouse support

GAMEPLAY 5



There's no denying that Bang! is a beautiful game! But while graphics are pretty and control is solid, the shooting-and-collecting-powerups ad nauseum can get a bit repetitve (or nauseating). But give it a rent and see for yourself.





Even this game's level of manic combat can't approach the most insane space shooter of all time.

Even this game's level of manic combat can't approach the most insane space shooter of all time, Blazing Lasers for the TurboGrafx. At one point, you were firing seven lasers simultaneously in a zig-zag frenzy filling the entire screen. Now that is a big bang!

Bang! Gunship Elite

Best played with Pop-Rocks and and a sixer of Coke

ang! Gunship Elite is the sort of game that puts a happy, stupid grin on our faces. It's the kind of game that lets us crank the volume, mash on buttons and yell, "Suck it up, baby!" at the screen. It is, at heart, a classic console shooter in the tradition of Gradius or R-Type—but it's been executed with all of the spectacular graphics and effects made possible by Dreamcast.

There is a sort of a plot in Bangl, but any game that brings along its own exclamation point is not the game you're going to look to for things like subtle character development. Basically, Bang! puts you into the role of a hotshot space pilot who has to shoot just about anything that moves. That's about all the motivation we needed to fill the void of space with the debris of our enemies.

The game unfolds over 19

different missions, but there is very little variation among them. Sometimes you have to protect a convoy from marauding pilots, other times you have to spearhead an attack on an enormous capital ship. For the most part it is

indeed pretty fun, but some of the later levels swamp you with so many enemies you're simply overwhelmed—and since you can only save between levels, you might occasionally get frustrated by the repetition.

However, we were not frustrated by the controls. The Dreamcast's analog stick is perfectly suited for this kind of game, and the simplified aiming means you'll kill just about anything sighted in your crosshairs. The enemy AI, however, is rather limited. Most ships will make only the weakest efforts to evade your shots.

and some will actually take cover behind a handy nearby asteroid. For the most part, you're simply fighting battle drones.

The nine different weapons

look and sound great, but beyond the visuals there is little imagination in the gameplay. Basically, you just shoot stuff, gather power-ups and use your shield now and then: but did we mention how pretty the game is? Bang! is certainly beautiful and fun to look at—but it won't give you much more than a cool callus on your trigger finger.

JIM PRESTOR





TESTZONE ARCHIVE

AME/PUBLISHER	DESCRIPTION R	ATIN	SISSUE	GAME/PUBLISHER	DESCRIPTION R	ATIN	G ISSUE
CTION	NAME OF THE PARTY			WWF ATTITUDE Acclaim	Horrible port of a horrible PlayStation wrestling game—run, don't walk!	2	Issue 3: Jan/Feb (
	A competent shooter/flight sim that could've used a little more decoration		Issue 8: Nov 00	WORLD SERIES BASEBALL 2K1 Sega WWF ROYAL RUMBLE THQ	No fielding, poor player controls make this an arcade experience, a shame An arcade-y tribute to the Royal Rumble with limited characters	6	Issue 8: Nov 00 Issue 8: Nov 00
	Airborn shooter a bit too rough around the edges to really shine	7	Issue 2: Nov/Dec 99 Issue 9: December 00	XTREME SPORTS Infogrames	A pentathlon of "xtreme" events that plays great but is missing the fun	5	Issue 10: Holiday
	A good installation in the long running series that will please fans Fast-paced shooter that's fun, but ultimately disposable in that arcade way	7	Issue 8: Nov 00	RACING	77.8		,
RAZY TAXI Sega	Fastpaced arcade objective-based car game; need we say more?	9	Issue 4: Mar/Apr 00	4WHEEL THUNDER Midway	Tough as nails off road type racer with Hydro Thunder sensibilities	7	Issue 6: Jul/Aug (
	Immersive shooter that may be boring to some, but excellent to others	7	Issue 7: Sep/Oct 00	4X4 EVOLUTION GOD Games	Enjoyable SUV racer with online elements but no damage modeling	6	Issue 10: Holiday
	3D hack 'n slash that trips over its own ambitious design Arcade beat 'em up fun for one round, and then it's just repetitive	6 5	Issue 5: May/Jun 00 Issue 2: Nov/Dec 99	DEMOLITION RACER: NO EXIT Infogrames	A darn good arcade derby racer that encourages vehicular carnage	8	Issue 9: December
	Simple, straightforward shooter fits its title a little too well	3	Issue 2: Nov/Dec 99	DREAM ROADSTERS Titus EPISODE I: RACER Lucas Arts	Bad physics and bland visuals crash this could-be racer prematurely Racer that uses the force for good and doesn't end up sucking	7	Issue 5: May/Jun Issue 5: May/Jun
IGHTING FORCE 2 Eidos	Port of a verrrrry mediocre 3D action game, with repetition galore	5	Issue 4: Mar/Apr 00	FERRARI F355 CHALLENGE Acclaim	A beautiful, but incredibly tough sim that's reserved for tough sim nuts	7	Issue 9: Decemb
	Stuffed animal shoot 'em up with adventure elements to boot Death, destruction, mayhem and carsa treat for delinquents	8 5	Issue 7: Sep/Oct 00 Issue 6: Jul/Aug 00	F1 WORLD GRAND PRIX Sega	Precision handling and simulation make this an excellent racer	8	Issue 4: Mar/Apr
	It's all about the animé mechs in this 3D first person shooter—fun!	7	Issue 5: May/Jun 00	FLAG TO FLAG Sega	CART Racing done with some good attention to physics and detail	7	Issue 2: Nov/Der
IIDDEN & DANGEROUS Talonsoft	A difficult, flawed, but sophisticated strategy shooter with rough edges	6	Issue 8: Nov 00	HYDRO THUNDER Midway LOONEY TOONS SPACE RACE Infogrames	Port of a great arcade water racer that overcomes plain wrapping Spot on licensed kart racer from Looney land, with everything for fans	8	Issue 2: Nov/De Issue 10: Holida
	Repetitive alien blast-fest in the air and on the groundyawn	5	Issue 4: Mar/Apr 00	MAGFORCE RACING Crave	Slick looking racer that doesn't handle as well as it looks	4	Issue 7: Sep/Oc
	An innovative 3D action fest that could've used a little more of the Force Taggin', skatin', police evadin' goodness in fresh, hip packaging. Cool!	10	Issue 9: December 00 Issue 9: December 00	MONACO GRAND PRIX UbiSoft	It's F1 racing for the F1 purist; all others need not apply	4	Issue 2: Nov/De
	First person slash 'em up with loads of story and innovative elements	7	Issue 6: Jul/Aug 00	PEN PEN TRICELON Infogrames POD: SPEEDZONE UbiSoft	Wacky penguin racer too goofy and short for anyone over 10.	5	Issue 2: Nov/De
	Innovative systems along with cool visuals and great handling	9	Issue 10: Holiday 00	RE-VOLT Acclaim	'Net racer with plenty of options, but no enough solid gameplay Mini RC racer with charm and gameplay for the whole family	8	Issue 10: Holida Issue 4: Mar/Ap
	Hyperaction sequel send up of an old favorite with humor to spare	9	Issue 6: Jul/Aug 00	SEGA GT Sega	Glorious looking, excellent handling make this a racing sim dream	9	Issue 8: Nov 00
	Goth-styled 3D gorefest with violent ghouls and a deranged hero Multiplayer online fragfest goes console crazy and emerges a winner	9	Issue 6: Jul/Aug 00 Issue 10: Holiday 00	SEGA RALLY 2 Sega	Great handling rally racer; some difficulty and framerate problems	8	Issue 3: Jan/Feb
	Oft-delayed strategy shooter finally emerges sans multiplayer	6	Issue 7: Sep/Oct 00	SF RUSH 2049 Midway SOUTH PARK RALLY Acclaim	Perfect arcade translation with loads of extras for Rush fans worldwide Cartman and gang are back for more mediocre cart racing	9 5	Issue 8: Nov 00 Issue 7: Sep/Oc
	Big explosions, big alien tanks and big firepower make this a cool treat	7	Issue 10: Holiday 00	SPEED DEVILS UbiSoft	The bane of our existence, reviews-wise. You'll never let us forget it	3	Issue 2: Nov/De
	Great concept, horrible execution; a multiplayer shooter gone wrong	6 2	Issue 3: Jan/Feb 00 Issue 4: Mar/Apr 00	STAR WARS: DEMOLITION Lucas Arts	Vehicular combat done with plenty of options and some of the fun	6	Issue 10: Holida
	3D weapons-based hack 'n slashthe bottom of the DC barrel Bad mechanics, cameras and no way to exit menussob!	3	Issue 9: December 00	SUZUKI ALSTARE EXTREME RACING UbiSoft	Deeply flawed arcade motorcycler that ends up being kinda fun	6	Issue 3: Jan/Feb
ARLANCER Crave	Beautiful, fluid space shooting action with online play to boot	9	Issue 10: Holiday 00	TEST DRIVE 6 Infogrames TEST DRIVE LEMANS Infogrames	Bad design and an outdated engine do not a good racer make Slick handlin', good lookin' simulation racing done amazingly well	4	Issue 4: Mar/Ap Issue 10: Holida
	Animé hack 'n slash with pretty intentions but repetitive gameplay	7	Issue 6: Jul/Aug 00	TEST DRIVE V-RALLY 2 Infogrames	Brilliant handling and crisp framerate make this rally racer the real thing		Issue 8: Nov 00
	Imaginative 3D romp through childhood. Toys, guns and dinosaurs! Car combat meant for one, but marketed for multiplayer	8 7	Issue 3: Jan/Feb 00 Issue 4: Mar/Apr 00	TNN HARDCORE HEAT ASC Games	Crappy controls and questionable physics dampen its chances.	6	Issue 2: Nov/De
ILD METAL RockStar Games .	Tank shooter with bland graphics, but some intense terrain	5	Issue 5: May/Jun 00	TOKYO XTREME RACER Crave TRICKSTYLE Acclaim	Great looking street racer with very limited courses—one. Smooth, ambitious hoverboard racing falls a little flat in practice	6	Issue 2: Nov/De Issue 2: Nov/De
DRMS ARMAGEDDON Hasbro	Multiplayer franchise goes ballistic with worm-on-worm action	7	Issue 4: Mar/Apr 00	WACKY RACES Infogrames	Cel shading gets wacky in this licensed cart racer with attitude	8	Issue 6: Jul/Aug
OMBIE REVENGE Sega	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: Mar/Apr 00		,		,
DVENTURE				ARCADE CENTIPEDE Hasbro	Retro-shooter upgrade to arcade classic not exactly up to par	4	Issue 3: Jan/Feb
LUE STINGER Activision	Survival horror adventure tripped up by voice acting and cameras	6	Issue 2: Nov/Dec 99	FROGGER 2: SWAMPY'S REVENGE Majesco	A surprisingly great sequel more akin to the arcade original	7	Issue 10: Holida
	Another Toy Story licensed game, but this time based on the cartoon	5 7	Issue 10: Holiday 00 Issue 5: May/Jun 00	GAUNTLET LEGENDS Midway	A great arcade port that only suffers from repetitive nature	6	Issue 6: Jul/Aug
	Moody abandoned airship survival horror with some damaging flaws Wonderfully atmospheric, short, romp through mutated Canadian wildemess		Issue 8: Nov 00	RPG			
CCO THE DOLPHIN: DOTF Sega	Beautiful, immersive, incredibly tough and unforgiving, for hardcore gamers	8	Issue 8: Nov 00	ARMADA Metro3d	Hybrid shooter/RPG with plenty o' high points and a big fanbase.	6	Issue 4: Mar/Ap
	Difficult, complex strategy title that's a little too tough for its own good	6	Issue 6: Jul/Aug 00	ELEMENTAL GIMMICK GEAR Vatical	Nice looking, but tough 2D RPG with minimal storyline	5	Issue 4: Mar/Ap
	Raziel ventures to DC with yummy graphics and tight gameplay Ambitious 3D adventure hampered by dullness and gameplay problems	8 5	Issue 4: Mar/Apr 00 Issue 6: Jul/Aug 00	EVOLUTION UbiSoft EVOLUTION 2: FAR OFF PROMISE UbiSoft	Overly simplified dungeon crawler with great, great characters	7 8	Issue 3: Jan/Feb
	Great looking platformer with plenty of fun and quirka 3D classic	9	Issue 5: May/Jun 00	GRANDIA II UbiSoft	Cute sequel with more of everything, but not a whole lot more Amazing sequel to a Saturn classic comes to US. A must-buy.	9	Issue 6: Jul/Aug Issue 10: Holida
	An amazing and fitting sequel to the classic survival horror series	10	Issue 5: May/Jun 00	SKIES OF ARCADIA Sega	The best RPG for DC has finally arrived! Stop reading and buy it NOW!	10	Issue 10: Holida
	Slow, plodding horror adventure with an interesting plot but no pace	7	Issue 7: Sep/Oct 00	SEVENTH CROSS: EVOLUTION UFO Interactive		3	Issue 4: Mar/Ap
ONIC ADVENTURE Sega	Solid, dark, gothic underworld romp as comic anti-hero, Shadowman Sonic goes 3D with style and more substance; an instant classic	9	Issue 4: Mar/Apr 00 Issue 1: Sep/Oct 99	SILVER Infogrames TIME STALKERS Sega	Action RPG hijinks ensue after hero's wife gets jacked by evil empire Flawed time-traveling RPG with good intentions but no follow-through	6 5	Issue 7: Sep/Oc Issue 6: Jul/Aug
	Cute platformer with attitude, but a little bland at times	7	Issue 7: Sep/Oct 00		Trawed diffe-dayening for a with good intendors but no follow-diffough	•	issue o. Jul/ Aug
	Outdated engine does nothing new on Dreamcast; what a shame	5	Issue 6: Jul/Aug 00	PUZZLE			
DY STORY 2 Activision	Crappy cameras make this a title not fit for children, let alone adults	2	Issue 8: Nov 00	BUST-A-MOVE 4 Acclaim CHU CHU ROCKET Sega	Same game, same maniacal, bubble-busting fun. Perfect for two players Sonic Team goes cat 'n mouse crazy in Sega's first online endeavor	6	Issue 7: Sep/Oc
IGHTING				MR. DRILLER Namco	Cute mascot puzzler that should be outlawed for addictive qualities	7	Issue 7: Sep/Oc
	Every 2D fighter's dream come true, but with overly simplified controls	7	Issue 10: Holiday 00	WETRIX+ Xatrix	It's wet, it's wacky, and it could be fun for two players—but it isn't.	5	Issue 5: May/Ju
DIO'S BIZARRE ADVENTURE Capcom/Tommo	Complex, strategic 3D fighting with the best looking characters around Strange animé 2D fighter with nice touches in some odd places	10 6	Issue 5: May/Jun 00 Issue 4: Mar/Apr 00	SHOOTER	The second secon	1000	
ING O' FIGHTERS DREAM MATCH 1999 SNK	Arcade 2D fighter gets the console treatment and comes out kicking	7	Issue 3: Jan/Feb 00	GIGAWING Tommo	Old-school 2D shooter for diehard fans of the arcade genre	6	Issue 5: May/Jui
	Fastpaced 2D fighter aimed at fans of the genre and characters	6	Issue 2: Nov/Dec 99	GUNBIRD 2 Capcom HOUSE OF THE DEAD 2 Sega	Old-school top down scroller that's too hard and too short; a bad combo Lightgun shooter sans lightgun hurts this arcade classic only slightly	8	Issue 8: Nov 00 Issue 1: Sep/0c
	Three-member tag teams done to 2D perfection! Go Capcom! Uninspiring fighter-by-numbers in the MK franchise	3	Issue 7: Sep/Oct 00 Issue 2: Nov/Dec 99	SILENT SCOPE Konami	Arcade conversion that could've used a special peripheral	6	Issue 9: Decemb
	A vapid 3D me-too fighter with no real punch but a good lineage	5	Issue 5: May/Jun 00				
	Innovative 3D fighting for anyone willing to take a risk	8	Issue 2: Nov/Dec 99	SIM/OTHER AEROWINGS Crave	Flight sim gets loopy with cool play, but tough controls and concept	7	Issue 2: Nov/De
	Brilliant 3D four-player fighting with more depth than the original Gravity-free 3D animé fighter with questionable controls	8 4	Issue 7: Sep/Oct 00 Issue 4: Mar/Apr 00	CHEF'S LUV SHACK Acclaim	South Park license abused for gameshow aesthetic-boo	3	Issue 4: Mar/Api
	Glorious weapons fighter done Namco's usual way: stunningly	9	Issue 2: Nov/Dec 99	RAILROAD TYCOON II GOD Games	Construct a railroad, manage it, in a game that's addictive, but not online	7	Issue 8: Nov 00
REET FIGHTER ALPHA 3 Capcom	Good basic Street Fighter stuff, with or without the online support.	8	Issue 2: Nov/Dec 99	SAMBA DE AMIGO Sega	Wacky, addictive fun with touches of musical genius and maracas!	9	Issue 10: Holida
	Great looking, great playing, but missing the classic characters!	7	Issue 5: May/Jun 00	SPACE CHANNEL 5 Sega SEAMAN Sega	Great looking vehicle for virtual superstar, Ulalabut just too short Weird, omery fishman-raising simexpect some strange results!	7	Issue 7: Sep/Oc Issue 7: Sep/Oc
	Pure 2D Street Fightin' bliss with classic and new characters aplenty Big mechs beat one another up in animé fighter with lots of quirks	9	Issue 5: May/Jun 00 Issue 6: Jul/Aug 00		and the state of t		1. oop/ 00
FC Crave	Strategic, realistic fighting based on the underground phenom, UFC	9	Issue 8: Nov 00	PERIPHERALS ALLOY ARCADE STICK Interact	Cool looking chrome areado ctick with eight and comments to the	0	Joseph 7: Con /O-
	Yu Suzuki's arcade fighter comes home with all the gameplay intact	8	Issue 2: Nov/Dec 99	ARCADE FIGHTER STICK AGETEC	Cool looking chrome arcade stick with eight programmable buttons. A must for any fighting game fan. Fun with lots of other games, too.		Issue 7: Sep/Oc Issue 4: Mar/Ap
RTUAL ON: ORATORIO TANGRAM Activision	Robo-tastic action with no twin stick support—will you miss it? Maybe.	8	Issue 7: Sep/Oct 00	ASTROPAD Performance	Cheap DC Controller that gives you about what you paid for.	Ø	Issue 4: Mar/Ap
PORTS	CONTROL SOFT STATE OF THE STATE			CONCEPT 4 WHEEL Interact	One of the better steering wheel and pedal combos available.	9	Issue 5: May/Ju
ASS FISHING Sega	Best bass fishing ever! Arcade port is wondrous for fans.	6	Issue 2: Nov/Dec 99	DREAM MASTER CONTROLLER Nyko DREAM PAD Mad Catz	Six-button controller has lots of problems, but the D-pad is good. Mmmmm rubber. A quality DC controller that surpasses the original	8	Issue 5: May/Ju Issue 4: Mar/Ap
	The old WWF engine with some very poor graphics make this a dud	2	Issue 6: Jul/Aug 00	DREAMBLASTER Performance	Solid, precise lightgun with auto-fire and -reload; the best lightgun.	8	Issue 4: Mar/Ap
	Crap on two-wheels: inconsistent framerate, bad graphics, poor controls. Arcade slam fest for up to four players; fun for four or even one!	7	Issue 8: Nov 00 Issue 3: Jan/Feb 00	DREAMSTATION Ultimate	Lets you use Sony Dual Shock controllers, and other stuff, on your DC.	Ø	Issue 4: Mar/A
	A few bugs stand in the way of this hoop dream come true	8	Issue 3: Jan/Feb 00	THE ENFORCER Topmax ENTERTAINMENT MACHINE Zenith	Delicous and sturdy lime gree arcade stick, one of the best This TV is marketed as a gamer's set, but actually, it's just a TV.	9	Issue 8: Nov 00
L BLITZ 2000 Midway	Hyper arcade football action, but no upgrade in graphics or gameplay	6	Issue 2: Nov/Dec 99	GAMESHARK CDX Interact	It is not so that it is marketed as a gamer's set, but actually, it's just a IV. It's got lots of codes, and lets you play import games too.		Issue 6: Jul/Au Issue 7: Sep/0
	More over-the-top goodness, but this time brilliant in multiplayer mode	8 2	Issue 9: December 00 Issue 4: Mar/Apr 00	INNOVATION 4 MEGABYTE MEMORY CARD	It's like four memory cards in one! This is the one to get for sure.	Ø	Issue 7: Sep/0
	Bad gameplay mars a good franchise with no remorse at all An acknowledgebly better beast than last year, but still second string	5	Issue 4: Mar/Apr 00 Issue 9: December 00	INTERACTIVE BATTLE CHAIR Hunsuker	More butt-rumbling power than you can handle. Pricey but very cool.	9	Issue 5: May/Ju
12K Sega	The best football videogaming sim ever to grace the small screen	9	Issue 2: Nov/Dec 99	JUMBO MEMORY PAK X2 Nyko MAD CATZ EXTENSION CABLE	Good memory card with twice the memory! And has tight screws! Actually sit on your sofa while playing, rather than on the floor.	8	Issue 4: Mar/A Issue 6: Jul/Au
	Okay, this really is the best football videogaming sim toyadda, yadda	10	Issue 9: December 00	MAD CATZ WHEEL	The best wheel-and-pedal combo ever made for a home console.	0	Issue 5: May/Ju
	One great hockey game that suffers from only minor flaws Great presentation of arcade boxing, but not deep enough to satisfy	8	Issue 5: May/Jun 00 Issue 2: Nov/Dec 99	NEXUS 4MB MEMORY CARD Level Six	800 blocks of memory can't be bad. And you can hook it to your PC.	9	Issue 4: Mar/A
	Snowboarding fest that may be shallow, but it's damn fast!	7	Issue 3: Jan/Feb 00	PELICAN 4X MEMORY CARD PERFORMANCE EXTENSION CABLE	It's not too reliable. Tends to lose your data. This is bad. Um see the above note on the Mad Catz cable. Same deal.	8	Issue 7: Sep/O Issue 6: Jul/Au
EGA MARINE FISHING Sega	More arcadey sequel, with loads of new features and mini-games	7	Issue 10: Holiday 00	PERFORMANCE EXTENSION CABLE PERFORMANCE MEMORY CARD	At only \$10 this card can't be beat. But no screen=no minigames.	8	Issue 6: Jul/Au Issue 4: Mar/A
	An adequate soccer sim with some severe gameplay problems	6	Issue 6: Jul/Aug 00	POWERLINK Nyko	Allows you to connect two Neo Geos together for multiplayer action.	0	Issue 5: May/Ju
	Track 'n' field button masher, Olympics events that could've used tweaking Super deformed golfers 'tee-off' to charm, but not to gameplay	5	Issue 8: Nov 00 Issue 5: May/Jun 00	QUANTUM FIGHTER PAD Interact	Programmable and cool-looking, but its cumbersome shape blows.	9	Issue 4: Mar/A
		1000000		RALLY WHEEL AGETEC	Lacks weight, balance and sturdiness, but has force feedback.	2	Issue 4: Mar/Ap
E OFF GOLF Acclaim		9	Issue 6: Jul/Aug 00	STARFIRE LIGHTBLASTER Interact	1 Excellent lightfuln but not duite as good as the Mad Latz	(20)	Issue 4. Mar/Ar
EE OFF GOLF Acclaim ONY HAWK'S PRO SKATER Crave ONY HAWK'S PRO SKATER 2 Crave	Hands down one of the best skaters ever! If you don't own this, well Hands down the ULTIMATE skater ever! Go out and buy it, NOW!	10	Issue 6: Jul/Aug 00 Issue 10/Holiday 00	STARFIRE LIGHTBLASTER Interact SUPER SONIC CONTROLLER Beamscope	Excellent lightgun but not quite as good as the Mad Catz. This thing is complete crap. Don't buy this thing.	99	Issue 6: Jul/Aug
EE OFF GOLF Acclaim ONY HAWK'S PRO SKATER Crave ONY HAWK'S PRO SKATER 2 Crave IRTUA ATHLETE 2K Agetec	Hands down one of the best skaters ever! If you don't own this, well					000000000000000000000000000000000000000	Issue 4: Mar/Ap Issue 6: Jul/Aug Issue 5: May/Ju Issue 5: May/Ju

It's 9:00 am.

December 7, 1941. Do you know where your Sega Dreamcast is?





Fly over 20 authentic WW II airplanes



Challenge your dogfighting skills in 17 unique missions.



Realistic instrumentation puts you in control of your graft 24/7.



If you know what's good for you, soldier, you're hooked into that Sega Dreamcast defending the good ol' American Navy from the enemy's surprise attack. And if you can stop 'em there, you'll have to escort those B-29's in their definitive attack on the largest naval fleet in the Pacific. I ain't talkin' 'bout no walk in the park here, soldier; this is an all out adrenaline rush of aerial combat. WW II style. Just an Ace and his machine. Two creatures forged from burning metal, moving as one. So strap into that Sega Dreamcast, soldier, and get ready to become one of the boys; one of the Iron Aces.









Ultimate Online Resource

As we scoured the web for codes, we found ourselves going back again and again to one site, formerly www.gamesages.com and now http://codes.ign.com. In retrospect, it's no surprise, since the site is run by **ODCM**'s own code guru, Noah Massey. Anyway, if you're looking for the latest codes online—always tested—point yer browser to http://codes.ign.com

Welcome to the ultimate code experience...

We pored over past issues. We scoured the Internet. We dusted off the back library of games. And when we were done, we had compiled the largest listing of codes in **ODCM** history. Now, we could have just slapped these on the page—but we decided to do something a little more interesting. We decided to make a **mini codebook**. Or rather, we decided to let YOU make an official **ODCM** Mini Codebook™. Flip to the end for instructions on how to put it together.

Of course, if you're not into crafts or you don't want to cut up your magazine, it might be a little hard to find the codes, since they're arranged in a way that'll actually let you make the book. So we've compiled this handy index: if you're looking for a game, here's the mini codebook page where you'll find the info.

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ODCM's Super Cheater Booklet

: VIGILANTE 8 :

To enter passwords, go to the OPTIONS screen, highlight GAME STATUS, and hold **Entering Passwords**

U+ S and press D twice.

Enter password "UNDER FIRE" Attract Enemies

Enter "GO MONSTER" as your password. Big Wheels

Enter "QUICK_PLAY" as your password Faster Cars

Fast Action

Enter "MORE_SPEED"

as your password.

Enter "GO_RAMMING" as your password Heavier Cars

more than once to get it to work

High Suspension Enter "JACK_IT_UP'

Enter HI_CEILING as your password. Hover Higher

No Enemies in Arcade Mode Enter "HOME_ALONE" as your password

as your password.

Enter "NO GRAVITY" as your password No Gravity

Enter "RAPID FIRE" No Weapon Delay as your password

No wheel attachment icons Enter "DRIVE_ONLY" as your password

Play levels from the first V8 Enter "OLD_LEVELS"

as your password.

Akira and press START. Then Same Cars in Multi-Player Enter "MIXED_CARS

Slow-motion Mode

as your password

Enter "GO_SLOW_MO' Enter "BLAST_FIRE as your password. as your password

Super Missiles

as your password.

View all ending sequences Enter "LONG MOVIE"

as your password

:: VIRTUA FIGHTER ::

Jeffery's train

Press; ♥ , ♠ , ♠ , ♠ , START.
Dural will appear .Press ♠ for

On the character select scree

Play as Dural in any mode

silver Dural, press START+ @

to play as Gold Dural.

nent. Hold the start button while selecting the desert stage (this gives you the desert with a city background). Perform Jeffery's Jeffery as your character and choose anyone as your oppo-Enter traning mode, select Toe Kick-Splash Mountain

Press and hold the **DODGE** button at the "KO" screen to see the Sega logo screen. Keep your replay in slow motion. Subway train will fly across the may have to perform the move 4 + K - 4 . 4 . 4 . GUARD sky. Use the Escape button to move is performed, a floating move around and find it. You + PUNCH). Shortly after the

Slow Motion Replay

: VIRTUA STRIKER 2 : defeat his opponent with a perplayer choose either Kage or Choose VS modeand have a Jackie. Have Kage or Jackie Metal Pan Revenge

Team Yuckichan should appear Enter ARCADE mode and high-START, then go onto USA and press **START**, go onto Korea and press **START**. Finally high-Hold Start and press

at the light Italy and press START. on the top left of the screen. stadium selection screen. ight Yugoslavia and press Unlock New Stadiums Team MVP Yuki Chan announcer says "KO", have hold GUARD, PUNCH, ESCAPE, and on the contoller, for the victory pose. Your character should give a victory sign, and a metal pan should drop on his head, out of nowhere! This will also fect. Immediately after the work with Jacky.

: VIRTUA TENNIS :: Underhand Serve

and hold: S and then (usu-When selecting a stage, press More background codes

Using Pai, you must defeat Akira with a perfect on Akira's stage. Pai will blow a kiss and mock one of Akira's victory taunts. Pai's secret win pose

character in normal mode at the character select screen highlight To play against the alphabet Alphabet Character Play Against the

:: WACKY RACES ::

Extra hard mode
At the Cheat Menu, enter
CRACKEDNAILS. finally highlight Pai and hold START and press 🗞 All of your highlight Lau and press START, opponents will be replaced by the Alphabet character.

At the Cheat menu, enter BARGAINBASEMENT.

Unlock all abilities

To play as Alphabet Man: 1. Select Normal mode. Play as Alphabet Man 2. Highlight Akira and press START.

Unlock all tracks and bosses

In the Cheat menu, enter WACKYGIVEAWAY.

At the Cheat menu, enter WACKYSPOILERS.

Unlock all cars

: WETRIX :

Highlight Lion and press

4. Highlight Pai and press

START version.

GAMESHARK CODES 800BA89300000090 Lots of Points 5. Now pick any character and they will be their Alphabet Man " WILD METAL

During the game, hit (twice), ♥, ♥, ♥, ♥ Friendly enemies All Weapons

During the game, hit **\(\psi\)** (twice), Full Health

Press and hold START on both

Remixed Opening Sountrack the first and second player at holding both buttons until you

hear the music begin to play.

8.8.8

During the game, hit 😵 , 🖶 ●. ◎. ■. ◎ Invincibility

During the game, hit 🖶 , 🛡 , ₽.0.0

Level Skip

Reveal Token Locations During the game, hit <a>©, <a>©, <a>, <a>, <a>, <a>, <a>

During the game, hit ♠ , ♥ . ♥ , ₺ , ₺ , ♥ Speed Boost

: ZOMBIE REVENGE ::

START and press (B), (3), or (9) Highlight a character, then hold Alternate costume

Life", "Area Select", "Free Continue" and "Free Time Limit" Accumulate points in the VMU cheat options in original mode. mini-game to unlock "Eternal ing from the far court to perform Press 🗸 + 🐼 + 🐼 when servpress # + @ + @ when servbuttons have to be pressed at an underhand serve. All three ing from the near court and

Level Select in Fighting Mode hold START while choosing a Choose a fighting mode, then

exactly the same time. Try using

the D-pad rather than the ana-

GAMESHARK CODES P1 Character Modifier 573765D2000000FF 6DAB779A00000001 9FB005E400000090 P1 Tons o' Points P1 Infinite Health Free Play Mode

8D5B821300000090 39612B5400000100 7FC5DC1100000100 647B79C400000001 P2 Tons o' Points P2 Infinite Health Red Blood Mode

Booklet

Enter "No CODE"

Turn off codes



:: 4 WHEEL THUNDER ::

game and keep trying until the first try, simply go to the you don't win the jackpot on mode race, save your game. At the end of a Championship

and indoor mode. You will Beat championship, arcade Three new trucks

821B8F2A00000010 **GAMESHARK CODES**

1FB414BB000003E7 999 Points

: AERODANCING :

Select **SPECIAL** at the options menu to access HUD, Cockpit and Player Assist options. Enter your name as TASCAS Bonus options

When "Press Start" appears at

Beat Mission 8 in Sky Mission **Infinite Armor**

Attack piloting the Dolphin.

Attack Beat Mission 8 in Sky Missior Fly Dolphin

Fly F-15DJ Beat Mission 2 in Sky Mission

Sky Mission

Fly F-86F Attack Beat Mission 1 in Sky Mission

Beat Mission 5 in Fly F-2 (F-16)

Beat Mission 15 in Blue

Beat Mission Fly T-4 10 in Blue

both the Free-flight and Sky in five- or six-jet formations in Attack, and you'll be able to fly Beat Mission 8 in Sky Mission

game mode you complete unlock one new truck for each

at the main menu. In addition Press and hold the #+ + + + Unlock Everything

: AIR FORCE DELTA :

change the camera angle. object, then hit 19 + 10 to game before your plane hits an pass right through it. Resume the game, and you'll This one's bug-riffic. Pause the Pass through objects

shoot down all of your aerial targets and you'll find that your **Quick Money** Use only guns (no missiles) to

Fly Buggy you all exhibition levels, planes and bonuses. and 🕼 together. This will give the opening screen, press **Q**

GAMESHARK CODES

bounty will double.

nfinite Missiles 1900197000007300 Infinite Cash 23076ED500001099

3D8129D700000032

: ARMADA :

Change races

0+0+0+0+START to

20 in Blue

Beat Mission 3 in Sky Mission

to kill one Armada ship for each level you had previously

Beat Mission

: AEROWINGS 2 :

two new environments will now to all planes and Pilot Missions,

Devlin Begin a new game from the Winning the girl, Big Gaily,

lab Talking to the doctor in the the arcade

SWIMSUIL saved game file to wear a

Infinite Cash

quite feel like giving up your game and as you are playing 20+hours of work then just folwith your main character hit low this little trick. Load up the

another race, but you don't decide you would like to try out While playing a game if you

> **Have Hotdog** 8EBFC23100000002 Have Hamburger

guy will have as many EXP as the previous one, but you have new game with whatever name and race you desire. Your new reset the system. Now start a

UltraTech as well. beforehand you can keep the do some trading with a friend techs will be gone. But, if you had will be lost, and the ultra gained. The only down side is all the credits you previously

START on controller 3. While and 4. At the title screen, hold Plug controllers into ports 3 Infinite Lives

you are holding it, press ♠. ♠, ⊕, ♠, ♣ on controller. 50.0

Infinite Credits 90F8385B00000003 Infinite Power Pods **Quick Level Gain GAMESHARK CODES** A9EB633D000000090

; BLUE STINGER ::

E9AF2A3800000090

Save a game that has been Wear a swimsuit

saved game file. Now, complete and save the game without: Saving the elevator worker or successfully completed twice

Begin another game from the

GAMESHARK CODES

437A10F8000000028 D8B08CEE00000090 Infinite Health Dog nfinite Health Eliot

FC5199B700000006 Infinite Arrows Dog 2CB76C740000000F Infinite Pistol Ammo 74BDDC3300000038

DBB4CCEE00000002 Have Small Hassy B53E75BC00000002 Have Large Hassy A5A71EA0000000002 **Have Sandwich** 8EA3C231000000002

Have Kimra Bank Card Have Jacob's Disk AA571EA0000000001 8153C23100000001 Have Chris' ID Card

> D458CCEE00000001 Bermuda ATM Card

FA9DD9B700000001

Santa Suit 1CA459A0000000001 354D6B7600000001 1C9C59A000000001

35756B7600000001

446250F800000000 6857247000000001

Clone Room Key 684B247000000001 Plant Card

Car Key 947045C600000001 Jacob's Safe Key

BAFA75BC00000001

6633247000000001 Plasma Gun (Eliot) 52C3386600000001 Handgun (Eliot)

Shotgun (Eliot) 8F1FC23100000001 8F03C23100000001 Bazooka (Eliot)

B49E75BC00000001 Acid Gun (Eliot) A4071EA000000000 Napalm Gun (Eliot)

B4A675BC00000001 Ray Gun (Eliot) DA14CCEE00000001 Laser Gun (Eliot)

:: CENTIPEDE ::

Life', you will have many extra lives. If you hear 'All Levels', you and rotate the analog stick Hold down 6, 41, 6, 6, 8 All Levels and Extra Lives several times. If you hear 'Get a

:: CHU-CHU ROCKET :

will have access to all levels.

option, and hold down Ctrl-O on you can download into your VMU). Go to the HOMEPAGE browser, and lets you listen to a bit faster then the original DC DreamKey, built in. Dreamkey is Sega's 'other' browser, Chu Chu Rocket has a beta of Dream Key Beta you to view other webpages your DC keyboard, which will let WAV and MIDI sounds (which other than the Chu Chu page)

Press 🖈 , 🗣 , GRIND

Smith:

During gameplay, pause the game and Hold **4**. With **4**.

Mute Backflip: Chad Muska Press Press 🎓 , ➡ , GRAB

One Foot Bluntslide Rune Glifberg ₽

GRAB

Casper to 360 Flip: Press ♣, ➡, GRAB Nollieflip Underflip: Press , A , KICKFLIP.

playing a mission that uses just O, O, OWhen you While playing press

0

are

Press 🖶 , 📹 , GRIND

Blood Or No Blood your stats to 10.

₽ ₽ 3 3 held enter in the following code: During gameplay, pause t game and Hold **4.** With e the

Create Freddy Kruger the Blood in the game. Complexion: Type 2

 Torso: Long Sleeve Striped
 Shirt Color: Red Hat Color: Black Head: Hey Skipper

 Pants: Regular Pants
 Pant Color: Dark Brown Shoes: Circa Thomas Sleeve Color: Red

 Create Gilligan
 Complexion: Type 2 Head: Hey Skipper
 Cap color: White Double Press 🏚 , ➡ , GRIND Rowley Darkslide:

Press 🖶 , ress 🖶 , 🗣 , KICKFLIP ♠, KICKFLIF

One Foot Nose Manual: Laser Flip: Press 🖣 , 🖈 , GRIND Beni F-Flip Crooks: Jamie Thomas

Press 🟚 , 🖈 , GRAB

Logo: n/aShirt color: Red

 Pants color: Blue Pants: Regular Pants Sleeve color: Red Torso: Long Sleeve

Shoes: NS Blue Shins: n/a

Gnetto bird: Casper: Press 🛊 , 🖣 , GRAB Kareem Campbell

pause the

↓ . ⊗ . ♥ . ♠ . ⊕ . **↓** . ⊗ . **♦** . ⊗ . **♦** . ⊕ . **♦** . ⊕ . This code will make the game ₩, ø, GRIND ■ , DECK TRICKS

held enter in the following game and Hold . With During gameplay, Now With 25% More Speed

🖈 , 🖣 , GRIND M. W. KICKFLIP Pogo Air: Press McSqueeb (80's Tony Hawk)

Press . , , GRAB Lazy A. Grind: Press Officer Dick Assume the Position

55 Ho Slide: Press ♠, ➡, GRIND ➡, ♠, GRAB Ho-Ho Handplant: Private Carrera Salute!!!: Press 🛖 , 🐺 , GRIND

The Big Hitter: Bucky Lasek

Rodney Mullen Press 🏚 , 🖣 , GRIND

Press 📵 , 🗣 , GRAB Press . . GRIND One Foot Rocket Tailslide: Bob Burnquist Press 🖈 , 🐺 , KICKFLIP Press ♠ , ➡ , KICKFLIP Triple Heelflip: Press 🏚 , 🗣 , GRIND Nosegrab Tailslide Andrew Reynolds play 25% faster.

TONY HAWK'S

Press **d**, **Q**, **G**l One Foot Japan:

GRIND

game and Hold **41**. With **41** held enter in the following code:

0.0.0.0.0. . increase all

GRIND

Press ♠, ♣, KICKFLIP. Christ Air: Press ♠, ➡, GRAB Press **1**, **1**, **GRIND** Kickflip One Foot Tails

Pause the game, then hold **4** and press **9** , **A** , **V** , **X** ,

0

Upgrade Machine Guns

Skip to last stage
Pause game, hold press R

0.0.0.0

This code will toggle on or Madonna Tailslide: Elissa Steamer

Indy Frontflip:
Press . , , GRAB Erik Koston The Fandangle: Pizza ress 🖶 , 🖣 , GRIND •

, GRAB

Tony Hawk 900: ♠, ➡, ♣, GRAB Overturn: ♣, ♠, GRIND. Sacktap: ♠, ♣ + GRAB.

Geoff Rowley

Best Code Ever—spoiler

unlimited

TRAVOLTA special moves

0**1**0 0**₽**0

: TOY COMMANDER :

correctly. Select END RUN

99 Heavy Ammo

rause the game, then hold and press (A), (B), (X), (V), (B), (A).

All Rooms Available
Pause the game, then hold
and press (A), (Y), (X), (B),
(Y), (X).

GRAB Insert the Toy Commander disk into your CD-ROM drive and open it up for icons, screen shots, logos, and artwork.

At the Main Menu press (

At the Main Menu press (

A, A, B, B, B, B) and press Pause the game, then hold and press (A), (S), (B), (V), PRO SKATER 2:

ALL STATS AT 10

Press 🖶 , 🖈 , GRAB Press **♣**, **♣**, **GR** Muska Nose Man: Hurricane: Press 🎓 , 🛡

Press 🎓 , 🐺 , GRAB Indy Backflip Press 📹 , 👺 , KICKFLIP Press 🏚 , 📤 , GRIND

Spidey Varial (Does Whatever Spider Can): Press .

ley Flip: Press 🖈 ,

-

and press \otimes , \bigcirc , \odot , \bigcirc , \bigcirc

GAMESHARK CODES

Upgrade Weapons
Pause the game, then

hold 0

è

Grind: Press GRIND.

KICKFLIP

Hang Ten: Press ➡, ♠, GRIND. Kickflip: Press

Steve Caballero

451A06CA000000009

F2D98E7C000000009 76E5CA2F000000009 Infinite Missiles Kitchen Ivl 1

TRICKSTYLE:

♠, KICKFLIP. FS 540: Press ➡, ♠, GRAB

cheat menu in the pause screen Enter the following cheats in the

nearly every hidden character (not Private Carrera). And you'll unlock all cheats. During your game press **START** and pause the game. Hold **QJ** and enter: This code will unlock every leve

CITYBEACONS unlock every-

00 00 0≠ 0≠ **INFLATEDEGO** big heads

IWISH unlimited time on levels TEAROUND always win even if

know you've entered the code Your screen will shake letting you Tons o' Points **GAMEHSARK CODES** you're last

37E13C470000FFFF

999 Skill Points For Your Career :: UFC ::

Buy (case sensitive). In career mode, create your own wrestler and name him Best

While a career mode match is loading, hold down (\(\Omega + \omega + \omega \)) and both triggers for a Mode Sparring Matches Different Referee in Career ref.

with Announcer
After selecting the fighters while
the fight is loading press and
hold 41+ 16 until the fight
starts. The announcer will become the ref.

Switch Referee

0

Fly T-2

BACE75BC00000001

While playing a game, press 📵 , ♦, 🔞 , 🛡 , 🛧 , 🕲 , 🛊 . SPEED DEVILS ::

Max Exp For A-Ism World Tour Mode 492ADFE50098967F 9938CADB0098967F

While playing a game, press ♠, ♥, ♠, ♠, ♠, ♠, ♠, ♠, ♠. Extra money

nntrol the ball manually ess ♠ ♠ ♠ ♠ ♠ ♠ . ♥ ♠ . ♠ . ♠ . ♠ . ♥ ■ while the game is paused ien hold ②+⑥ and press or
• or
■ to move the ball.

: STRIKER PRO :

While playing a game, press ♥ Skip current class

Infinite nitros

While playing a game, press ♥

, ♥, ♥, ♥, ♡, ♡, ♡. GAMESHARK CODES

89BB8EA50000010
Infinite Points
DCB0807A00000100 Infinite Cash

:: EPISODE ONE: RACER

687BA67F000A0000 BAD6F7B3000A0000 EA47D5AA000A0000 **Team 1 Score 10** 1994020A000000A

GAMESHARK CODES Infinite Truguts
CDCBE4D6000F4240
Start On 3rd Lap P1
DFDB80E6C0705041 CEOB24D6FFFFFFF

All Tracks Complete
EC67DBBA3FFF3FFF
425ADCE73FFF00FF DFD880E600000002 Enable All Tracks

. TEE OFF GOLF

416A0B5200000000 Feam 2 Score 10 Feam 1 Score 0

GAMESHARK CODES 9858066800000001 Lead Player High Score 9858066800000006 **2nd Player Low Score** 484A13560000001 **2nd Player High Score** 484A13560000006 Lead Player Low Score

: STREET FIGHTER 3

Enable All Characters 75A5102CFFFF007F

Final Battle vs Shin Gould Beeder Than Dankle, and go through up until righting Vega. Right after the 'select speed' screen press and hold all but tons except the start button. Gould's portrait should appear, and you'll now fight against him.

: TEST DRIVE 6 :

Select Race Menu. Type in the name **AKJGQ** and you will have 6 million dollars

BAMESHARK CODES

Disable Checkpoints Enter **FF0EMIT** as your name. Enable Checkpoints Enter NOEMIT as your name. No Challenges Enter **OPOIOP** as your name.

30:C117000000000FF Unlimited Large Medipacks ELE3808000000FF Unlimited Large Medipacks 83:76996700000FF Unlimited Elares 61.DES80800000FF ESDF28DE000000FF Unlimited Revolver Amno ESDF28DE000000FF

No Quick Tracks Enter OCVCVBM as your name.

Short Tracks Enter QTFHYF as your name. Stop The Bomber Mode Enter RFGTR as your name. Unlock all cars
Enter DFGY as your name to get
all the cars

Max Exp World Tour Mode

70CDD30D0000000000 No Power P2

D30D00000000 Max X-Ism Exp World
Tour Mode
11D4D6BD0098967F

5557441D000000FF Unlimited Super Grenade 388BBE4A000000FF Unlimited Flash Grenade

> Unlock all quick tracks Enter CVCVBM as your name. Unlock all challenges. Enter **OPIOP** as your name.

Ammo 38B3BE4A000000FF

Unlock all tracks Enter ERERTH as your name. **SAMESHARK CODES**

: TIME STALKERS : 37DB8F71000000FF nfinite Cash

Crossbow Ammo

Wallpaper
Place the disc into your Mac or
PC CDROM drive, and open up
the "BMP" directory. There
resides some cool Climax
Landers wallpaper in Bitmap

8

Unlock all teams and modes Hit ♠ , ♠ , ♥ , ♥ , €

GAMESHARK CODES

Certificate Completed
DB984EE1000A0000

1364DBAF000A0000 678BA67F000A0000

: TOKYO XTREME

GAMESHARK CODES

8A934E45FFFFFFF DF98409AFFFFFFF 1764D5D4FFFFFFF 638BA804FFFFFFF 4F721C8000000090 Disable Timer 2007A00A00000000 3E21E702FFFFFFF 33FB68040000FFF 74120000FFFF 37C7B412FFFFFFF 10392D4FFFFFFF JF28409AFFFFFFF nfinite Cash

> JA000000000 416A0B520000000A Team 2 Score 0

elect screen.

character in the competitions Earn Three Golds with any Character Ending Video

: TOMB RAIDER 4 :

GAMESHARK CODES

All Secrets Found B80E09A900000046 Have Pistols

9CB879BD000000FF

Level Select

Hold **②** at the Pause Screen and hit: **③**, **➡**, **★**, **۞**, **۞**, **♠**, **★**

Neversoft Bails Video Get 3 Medals while playing as Officer Dick.

While playing as Officer Dick,

Hold **Q** at the Pause Screen and hit: **⊗**, **⊄**, **↑**, **⊗**, **♦** Slow Motion

enter it and it'll stop.

GAMESHARK CODES

third costume!

Infinite Health P1 26F76D270000012C

B32E09C7000000FF Crossbow Ammo

DDB8B095000000FF Unlimited Explosive Crossbow Ammo : TONY HAWK'S 157C25DB000000FF

PRO SKATER ::

All Stats up to 13 Hold ← at the pause screen and hit: ♠, ♥, ♠, ♠, ♠

All stats up to 10 Hold **Q** at the Pause Screen and hit: **⊗**, **⊘**, **★**, **♥** Earn Three Medals with any **Bails Video**

Hold **4** at the Pause Screen and hit: **②**, **⑤**, **↑**, **←**, **←**and character in the competitions then return to the character Big Head Mode

Full Special
Hold ← at the Pause Screen
and hit: ♠, ♥, ♠, ←, ♠, ♥

Private Carrera

, W. Return to the character Hold **4** at the Pause Screen and hit: 🔇, 🛨, 🔇, 🛨, 📵, 🛨, select screen, and Private Carrera will be there.

Hold **4** at the Pause Menu and hit: **⊗**, **®**, **♠**, **†**, Random Start Locations

If you get tired of this code,

Ammo 3C99170D000000FF Unlimited Normal Grenade 349A5CC000000FF Inlimited Wideshot Shotgun

Jnlock Everything

Infinite Health P2 38812A250000012C No Health P1

26F76D2700000000 No Health P2 38812A2500000000 Low Health P1 26F76D2700000001 Low Health P2

SEOUL-Purple

: FIGHTING FORCE 2

Unlock the Sepang course DaysofThunder

Unlock Laguna-Seca KualaLumpur

Unlock the Atlanta course

26F76D2700000096 **50% Health P2** 38822A2540705064 38812A2500000001 **50% Health P1** 26F46D2740705064 50% Health P1

Additional lives
Press Ø, ®, Ø, during game. First person perspective
Press ② , ♠ , ♠ , ♥ , ♥ , ♥ ,
③ , ♠ , ♠ , ♠ , ♠ ,
during the game.

: DRACONUS :

Cheat Codes

God mode Grenades , you will screen. Start a new game or oad an old one to use the code.

Press ♥ (five times), ♠ (four times), and ➡ during game. Once you're in the game (and once codes have been activated), pause and hold down both tigger buttons, along with right on the D-pad (all simultaneous) y). This will activate the Super

Instant victory Code, making your warrior invincible. Each of your hero's hits will also register as 50,000

Select level
Press ♠, ♠, ♠, ♠, ♠,
♥, ♠, ♠, ♠, ♠,

. Shields

wice), **3** (twice), (twice), **4** (twice) Skip level
Press & (twice), & (1 during game.

: DYNAMITE COP ::

Julimited Ammo

O-pad simultaneously

:: FERRAR! 355 ::

To unlock floating in tracks for unlock tracks, enter the forfrom the Mein, and on from the Mein, and on from the Mein and on hold. So and So. There should be a new selection on the screen called Passwords. Don't let go of the So and So but Unlock Hidden Tracks

You can then enter in one of the following Passwords to unlock tracks. (They are case tons, and select Passwords.

Drive around until you see Elvis impersonators. Try to run them over, all at the same time. The screen should read: ELVIS HAS LEFT THE BUILDINGI, and you'll get a lot of cash. **Elvis Trick**

Unlock the Fiorano course
LiebeFrauMith
Unlock the Nurburgring course
Stars&Stripes

CinqueValvole

sensitive.)

: CRAZY TAX! ::

At the driver select screen press Le, then press Le again and hold it while you select a month of it while you select a appear on the screen, and you will hear a car hom. This slight will hear a car hom. This slight to the anges the game (new fare locations, altered starting posi-**Another Day Mode** ions. etc...).

Press and Hold **QJ** + **START** and **Q** + **START** right before the driver select screen appears. To switch off both Destination Markers and Arrows (Expert Mode). **Expert Mode**

38812A2500000096

Health P2

Unlock cars and bike
Press QJ, ID, QJ, ID, QJ,

Q at the character select screen. You can then select a

character to drive a bike instead of a taxi.

and Speedometer
Plug a controller into controller
port 3. Press the **START** button
on that controller after you gle to a first-person view by pressing **(B)** or get an alternate viewing angle with **(Q)**. To bring up a speedometer display, tap **(B)** five times. started a game in Original or Arcade mode. You can then tog-First-Person View

GAMESHARK CODES (M) Must Be On

activated, pause and hold down both triggers and down on the

Once these codes have been

D-pad simultaneously to skip to the next level. To regain health, pause the game and hold down both triggers and down on the

\$9999.99 Per Passenger 54F7BBC1000F423F Infinite Game Time 22C5F54A0000002 **\$9999.99 Cash** DF6842610098967F B0163B330000173E

To get to the neat Firefly level, select Arial Garden in Versus mode using the **Lo** Arial Garden (Nightime) DEAD OR ALIVE 2

Hidden Wallpaper on disc Put the DOA2 disc into your CD-ROM drive on your computer to find wallpaper images in the Bonus directory

:: ESPN TRACK AND FIELD ::

kick and free at the same time and your character will perform a staunt. Reverse the motion to a staunt. Reverse the motion to a to do another one. And try it with Zack wearing his

You can give the athletes metal-lic skins by entering the follow-ing city names in the name

Metallic Skins

entry screen enter in one of these city names where you are supposed to write your name. entry screen. Start a game in Trial mode, then at the name SYDNEY—Silver HELSINKI—Bronze ROMA—Copper MOSCOW—Cream MONTREAL—Gold

L.A.—Blue MUNICH—Aluminum MEXICO—Green TOKYO—Red ATHENS—Grey ATHENS—Grey

Additional credits
Press Ø, ®, ←, Ø, ®, ■
®, Ø, ♥, Ø during the : EXPENDABLE ::

At the title screen, press ← + ♥ + Ø + Ø + and ◆

Infinite Health

on the analog stick.

1

GAMESHARK CODES
Tons of Cash
E58712CA0000FFFF

:: GRAND THEFT AUTO

Code Names Enter the following codes at the name entry screen.

Start with \$9,999,999 MUCHCASH Start with \$500,00 ULTIMATE

99 Lives BIGGUNS All weapons SESAME

Unlimited energy All levels

5X multiplier No police BOYAKASH

Maximum respect for all Maximum wanted level ALLFREND

Unlimited double damage power-up gangs DBLWAMMY

TOASTIES
Unlimited flame thrower BIGFRIES Unlimited electro gun SCOOBYDO Unlimited invisibility power-up

LOSTTOYS
Have same weapons after
getting killed WOUNDED More gore

Elvis pedestrians

: GUNDAM SIDE STORY ::

Lvl 1- Inf Ammo Primary 80F396D700000384 Lvl 1- Infinite Armor **GAMESHARK CODES**

49DA041F0000001C

B7B6215B00000000 Lvl 1- Low Heat 7E25C8D40000001C Lvl 1- Inf Ammo Special

15A4305D00000384 Lvl 2- Infinite Armor 7E1DC8D400000000 Lvl 1- Low Barrel Heat

2FE745890000000A Lvl 2- Inf Ammo Special Lvl 2- Low Heat

Lvl 2- Low Barrel Hear 85A3ABCC00000000 2FDF458900000000

HIDDEN AND

DANGEROUS :

From the beginning of the any of the cheats) must be done first to active 1st Step: Cheat Mode (This

during the games. you to enter in the other codes This will enable the cheat

codes. You may enter this code the keyboard. game must be entered using but all other codes for this with the Dreamcast controller, required to enter in the other

game (when you auto-setup your team and after you've

> you should use these codes at codes listed here. As always, early and often!) our own risk. Save sometimes, as will all of the

current game. Note: This will totally end your tered. Type: SHOWTHEEND screen, but it is being regis-Dreamcast Keyboard to enter Pause the game. Use a You won't see any text on the your code by simply typing it.

Every Item

EF773E5800000000A Lvl 2- Inf Ammo Primary

the screen but it is being regis see any text being entered on keyboard. Again, you will not following using your Dreamcast Pause the game and type the

tered. Type: ALLLOOT

or when it asks you to enter mode and make it possible for your name, type: IWILLCHEAT ing the beginning of the game game, at any Menu Screen dur

Note: A Dreamcast keyboard is

screen. Type: FUNNYHEAD You will not see any text on the Dreamcast Keyboard to enter. selected your team) use a

screen. Type: ENEMYF text being entered on the

one of the enemies. As with the This switches the camera to

screen. Type: CANTDIE

See What The Bad Guys Can See.

following using your Dreamcast text being entered on the keyboard. You will not see any Pause the game and type the

game's camera behind the various bad guys. You'll be able to This actually will place the

During the first part of the

(This code will crash your game

ferent bad guys. camera angle to see all the difentering this code to switch the ENEMYB code, you can keep give you a full frontal shot of

instantly kill Every Enemy

text being entered on the screen. Type: KILLTHEMALL keyboard. You will not see any following using your Dreamcast Pause the game and type the

Invincibility

text being entered on the keyboard. You will not see any following using your Dreamcast Pause the game and type the

screen. Type: ENEMYB

different characters. switch the camera angles to the code over and over again to this way. You can even retype see what the enemies can see

See Where The Enemy Are Located

Pause the game and type the

following using your Dreamcast keyboard. You will not see any Cheat Menu

game, hit the Start button

(how nice!) Here you can

26F7752800000090

26F7752800000000 Low Health P2 (Arc)

Health P1 (Arc)

63BB7D2F00000048 50% Health P2 (Arc)

nfinite Stand P2 (Arc.)

No Stand P1 (Arc)

Insert your Sonic Adventure game disc into a PC CDROM drive, and look in the directory called "extras," for some

E88717F500000002

Mission- P2 Invisible B81635EC000000008

bitmapped goodies for your PC

B81635EC0000000D

Mission- P2 Invisible

E88717F5000000002

SOUL CALIBUR :

PC Wallpaper

WIII Haten.

78C5DCA300000001

D0188C3900000006

GAMESHARK CODES

COABE85900000001 **Enable All Tracks And Boats** 7B75DC5400000001

START. A "0" should appear in screen if the code worked. the upper-left corner of the

Infinite Credits **GAMESHARK CODES**

Infinite Health P1 3BA12BA200000009

4B72102F00000003 B556356B00000006

Infinite Health P2

Never Reload P2 A9AB5E7700000003

; HYDRO THUNDER

Always Place 1st

57F778F600000001 F1E9992700000001

: INCOMING :

When the main menu appears press ♠, ♣, ♠, ♣, ➡, ☻, ♠, ♣ When you first turn on the

every single cheat in the game menu. This gives you access to ♠, ➡, S to reveal the cheat

and more options. infinite lives, infinite shields, choose your starting mission

Infinite Health P1 (Arc)

63BB7D2F00000090

63BB7D2F00000000 _ow Health P1 (Arc)

waterfall and into the pond.
When it reaches the land pick it
up and bring it to the nearest
Chao sanctuary. Throw it and it

-62980EA000000050

No Stand P2 (Arc)

F62A80EAC0703044

Infinite Health P1 GAMESHARK CODES

D95895B400000028

A47B5EF500000000 Infinite Health P2 A47B5EF50000436F

50% Health P1

287F6C0300000000

Hit Death P2 Hit Death P1 287F6C030000436F

text being entered on the

screen. Type: GOODHEALTH

following using your Dreamcas

keyboard. You will not see any Pause the game and type the The 100% Health Code

teammates' health to 100% This code will restore all or your

Display score : HOUSE OF THE DEAD : immediately.

To display your score, .
 ₽.₽.₽.♠.

 then press

26F77528000000048

D95895B400000050

50% Stand P1 (Arc) D95895B400000000

D95B95B4C0703044 50% Stand P2 (Arc) F62980EA00000028

: KING OF FIGHTERS ::

:: JOJO'S BIZARRE :

GAMESHARK CODES

Infinite Health P2 (Arc)

63B87D2FC0705033

26F47528C0705033

Infinite Stand P1 (Arc)

F62980EA00000000

GAMESHARK CODES

49623D07000000F0 P1 Tons of Points

> A4785EF5A07058AC 287F6C03000021B7 287C6C03A07058AC

B81635EC0000000A Mission- Repel Mode E88717F500000003

-88/1/F500000003

447B5EF5000021B7

While playing, insert a controller into the second port and press Infinite Ammo

ously While playing insert a controller into the second port and press press ♥, ➡ ,and ★ simultane

loading or starting a new game No Target and Infinite Ammo Hold ★ + ➡ + ♠ + ♠ + ⊕ while 683B640700000001 4FF910ADC0705041 P2 One Win Needed

to the Crashed Island, and you'll see see Knuckles and Eggman (Robotnik). After the clip, press Play through the game with each character until you get SuperSonic. In his Adventure, go **Enable Yoshimitsu** Enable Hwang A5AB5B4500000001 4FFA10AD00000001

Enable Siegfried AA2B5B4500000001 **Enable Rock Enable Lizardman Enable Seung Mina** FA919C52000000001

the same place to see two

0+0+0+0+START

Metallic Chao Knuckles!

Enable Cervantes
AA5B5B4500000001
Mission- P2 Poisoned

E88717F500000002 Mission- P2 Severe Poisor B81635EC000000004

To get the one-of-a-kind metallic chao baby, go to the waterfall near the subway and look to the right of it. You will see a sort of platform. Go to it and push it. A metallic egg will fall down the waterfall code in the same of the s

E88717F500000002 B81635EC00000007

Mission- P2 Deadly Poisor

E88717F5000000002

B81635EC00000020
Mission- P2 Untouchable

B81635EC00000005 Mission- Knock Down Mode

0 Pts P2 965B398200703040

164A2CBC00000000

965839820000000

29D8D48D0070304C

0 Pts P1 46492CBC00703040

28F7503000004E20

28F45030C0705041 C9DBD48D00004E20
Extra 20000 Pts P4 C9D8D48DC0705041 464A2CBC00004E20 Extra 20000 Pts P3

B81635EC00000009 Mission- 16 Strikes Mode Credits

: SLAVE ZERO :

During the game, on the second controller, press and hold the

and

buttons and hit

to turn on and off the Al firing

God Mode

P2 Never Wins 640700000000

P2 Always Wins 4FFA10AD00000002 P1 One Win Needed 68386407C0705041

99 Souls Saved **GAMESHARK CODES**

B00000063 300000064

A Clone of Knuckles

SONIC 2:

E88717F500000003 Mission- Windy Mode 381635EC00000013

Mission- P1 Poisoned E88717F500000001

B81635EC00000004

Mission- P1 Severe Poisor

B81635EC00000007

Mission- P1 Deadly Poisor

B81635EC00000008 E88717F500000001

E88717F500000001 Mission- P1 Invisible

E88717F500000001

88717F500000001

B81635EC00000014 Mission- P2 Life Up E88717F500000002

-88717F5000000002

♠ + ♠ . Enter the options menu, then exit. The next screen will be the Cheat Code screen: Enter XAAYBB All weapons At the Soul Fighter logo, press

Sudden Death Mode P1 332A2B2500705049

B81635EC00000003
Mission- Poison Mode

E88717F500000003

B81635EC000000004

88/1/6500000003 lission- Severe Poison Mode

332A2B2500705049 287F6C0300000000 Disable Timer 447B5EF500000000

P1 Never Wins 61E364FD00000010 Infinite Points Mission

> B81635EC00000000 E88717F500000003 B81635EC00000007

E88717F5000000003 ission- Force Field Arena 00F79564

P1 Always Wins 4FFA10AD00000000 B640700000002

B81635EC0000000D
Mission- Invisible
Weapon Mode

88717F500000003

1111

- ABXBYB - YBBAXY - BYAAXB - XABBAX - YBYXAB - XBAXBY XAXBYY

B81635EC00000010

Mission- Invisible Mode
E88717F500000003

Level 2 — Level 3 — Level 4 — Level 5 — Level 6 — Level 7 —

AABXYA XAYAAB YYBAXA BABXXY

B81635EC00000020
Mission- Up 'n Away Mode E88717F500000003

B81635EC0000001E

Infinite Throwing Knives 76E596B800000009 Max Power Infinite Weapon Powe 43221A73000000A0

655D6B800000090

Infinite Crossbow Arrows 912C4F4D00000009

Ifinite Throwing Axes

inite Oil Bombs

E88717F500000001

B81635EC00000000D Mission- P1 Invisible

B81635EC00000020 Mission- P1 Untouchable

464A2CBC00004E20 Extra 20000 Pts P2 46492CBCC0705041

Extra 20000 Pts P1 46492CBCC0705041

GAMESHARK CODES

: CHEF'S LUV SHACK :

B81635EC00000014
Mission- P1 Life Up B81635EC000000005 E88717F500000000

SOUL FIGHTER:

E88717F5000000003

At the Soul Fighter logo, press

4 + (*). Enter the options
menu, then exit. The next
screen will be the Cheat Code
screen. Enter AAAAAAA

C9DBD48D0000000C

28F4503000703040

ODCM's Super Cheater Booklet

Extra Health

At the Soul Fighter logo, press

At the Soul Fighter logo, press

menu, then exit. The next
screen will be the Cheat Code screen. Enter ABXXYA

able to enter one of the follow

ing passwords to get to the corresponding level:

: SEAMAN ::

nsert the Seaman Dreamcast Awareness Message Kitchen Appliance

just do the exact same pattern

for what ever stat (color) you want. You get plus 15 to that

> Disc into any CD player and press play. Trust us...

stat every time.

: SEGA BASS FISHING ::

8E2B8C89000003E7 B54E3B04000003E7 67CB6AC80000270F 8ED38C89000003E7

Infinite HP

select screen) press the
and n Arcade Mode (at the level buttons simultaniously. Female Fisherman

Infinite EVP

Infinite EP

At the start screen press 4 A. . and HOLD in start. Fish as Super Chicken

DBD88256000003E7

81538C89000026AD BACE3B04000026AD

Infinite WA

Infinite PROT

When the start screen begins to nfinite time

appear if you press: ♠, ⊕, ♥, ♥, ♥, ₾, ₾, ♠, ₱, ♥, &, ₾, Ტ, ©, ♥, ♥, ♥.

D4588256000026AD

Infinite CAL Infinite FIB 1C9C1718000026AD 1CA41718000026AD 44621E40000026AD 684B6AC80000FFFF

Infinite HC

: SEGA RALLY 2 ::

screen. A tone will confirms cor-Change frame rate to 30fps

ect entry.

All Body Parts

Infinite NBIO

94700B7E0000FFFF AA1350180000FFFF FAD9970F0000FFFF 350925CE0000FFFF Change frame rate to 60fps one will confirm correct entry. GAMESHARK CODES

:: SHADOW MAN ::

68136AC80000FFFF

64DB58B80000000A

Enable All Years

Enable All Vehicles/

When you get to Asylum: Big Head Mode

doors-enter the middle one and Playrooms, go to the cell section with the pool table. On one side tled "Secrets" will appear at the the 'Secret Unlocked' message will appear. A new option entiof that hallway are five cell

Place the game disc in any computer CD-ROM drive and you will

Bonus Art

: SEVENTH CROSS ::

3D8BBEF90000000F

305744AE0000FFFF

Have All Golds

find rendered images from the

Go to the Asylum: Gateway and

game is paused the screen will

go clear but the game will still If you press S + ♥ while the

main menu.

Clean Pause Screen

Get the gads which allow you to walk on lava. Take the trolley to the Cathedral of Pain. Take the Disco Mode

men. In here you should find the another hall with rotating spikes door on your left, or go through hole. Either way you will get to a on a pole (you can get on top of if you run to the end). Run down the top of the pole, and you will see a new area with some pigthe room. Jump into the large large room of lava. If you took cheat to give you Disco Mode. the doors at the other end of the door, take a left out and nead down until you get to First get any level 30 part. Then

GAMESHARK CODES

First, make your way to the Pea Soup Mode

49435D44000000003

of it and then coming to another pull yourself up. When you get it the ramp going up the left side button. Look to the left and you able to grab on to the edge and Temple of Fire. Go to the blood Then jump and you should be pool. Now, find the room with bigger ramp which leads to a will see a opening in the wall. above, straight with the door. unlocked" will flash on your screen. This may take a few Jump on the railing a little right the message "Secret tries but it will work.

Play as Nettie

up. Now take the elevator to the lump again right away. You have the hallways. You will come to a level. Pull it and the lights come to do this the first time to get it floor pane. Jump as far as you to work. "Secret unlocked" will flash on your screen. If you fell through, use the bear to warp Go to Mordant St., NY. Follow thrid floor. You'll see a brown can over the panel, and then back and try again.

Play as a Dog

3ovi and some boxes. Climb the follow the left path (jump down lump to the second then third. you'll end up in a room with a When you get it right the mesooxes and get on the rafters. to it) by the door. Eventually sage "Secret unlocked" will lash on your screen.

GAMESHARK CODES Infinite Violator Ammo Infinite Shotgun Shells Accumulator 3661289200000003 6A8B67B1000003E7 7085DFF2000003E7 D6988F2F00000063 C8ABEB2D00000003 Infinite 9mm Ammo LE641A61000003E7 Asson

82A381D500000003 **Book Of Shadows** Baton

3008062200000003 **Engineers Key** Calabash

Enseigne 70C5DFD700000003 32D381D500000003 -lambeau

D7D88F0A00000003 5FF77B8200000003 -Lashlight

Handgun 1F241A4400000003 Key Card

A9935D4400000003 31F1289200000003 L'Eclipser: La Lame

AED35D4400000003 -E199A5300000003 'Eclipser: La Soleil

36B1289200000003 785DFD700000003 Marteau MP 909

7F5DFD700000003 -EA99A5300000003 Retractor rism

SBCB679400000003 Shotgun 2

CFEBEB2D00000003 -9E99A53000000003

58B77B8200000003

EE371441000000003

2EA76F90000000003

D7688F0A00000003 46BA131C00000003 F9599A53000000003 The Prophecy **Teddy Bear**

5F877B8200000003 Jack's Journal

Pause game, and hold **4** and 🕒 . Press 🙃 . 🖶 . 🖈 . 🖈 **Aerial Reaver**

Pause game. Hold **②** and **⑤** and **⑥** and press **♣** , **♣** , **♣** , **♠** , **♠** , **♦** , **♦** All abilities

Fire Reaver

Pause the game. Hold **4** and (\$\phi\ \mathbf{\phi}\ \mathbf{\phi

Force Glyph

All Glyphs

Kain Reaver

Start W/ All Abilities

4BF91CAFC0705041 4BFA1CAF0000FFBF

Pause game. Hold **②** and **⑤**, and **⑤**, and press **②**, **⑤**, **□**, **⊘**, **□**, Maximum health upgrade # · # · #

Pause game. Hold **②** and **⑤** and **⑤** and **⑥** and press **◎ ⑤ ○ ♦** , **♠** ,

While the game is paused,

Detached Camera

:: MDK2 ::

Pause game. Hold ♠ and ♠, and ♠, and paress ♥, ♥, ♥, ♥, Maximum magic upgrade

togetherfor an a clear view of press and D buttons the Matrix effect.

Farting

While playing the game as Doc,

press the following combination of keys. 4 and 6, 4 on the D-Pad, and A on the key pad. Press them all at the same time for something stanky.

Open all warp gates

₽.0

following code:

Hidden Artwork

Pause game. Hold **②** and **⑤** and **⑤** and **⑥** and press **③** , **⑥** , **†** , **④** ,

*

Restore health

: MAKEN X :: Place the disc into your com-

any vehicle you like.

All weapons

on the disc. There are also sev

Pause game. Hold ॄ and ॄ and ♠ and ♠ and press ♥ , ♥ , ♠ , ♥ ,

Restore magic

songs created by the develop-

ment team.

Pause game. Hold ⚠ and Ⅳ, and III and III and press ➡ , ➡ , ➡ , Œ ,

Sound Glyph

hidden artwork and .way files eral MP3's, featuring outtakes from the game as well as silly

puter's CDROM drive to find

Invincibility

and press 🛇 , 🛇 , 🛇

Pause game. Hold **4** and **6**

Stone Glyph

· 4· 4

and press 🖊 , 📵 , 🛨 , 🐿

金. 金. 申

At the main menu, hold 4 +

Kurt in boxer shorts

GAMESHARK CODES 1944170E00000001

ODCM's Super Cheater Booklet

Pause game. Hold 处 and 🕼 Upgrade health to next level : LEGACY OF KAIN: SOUL REAVER ::

and press ♥, ②, ♠, ③, 4.4.4.0

Water Glyph

Pause game. Hold 处 and 🕼 and press ♥ , ® , ♠ , ♥ , ♥ GAMESHARK CODES All Emblems

88B38C9E0000003C High Jump 88B38C9E0000000F

Super-Duper Jump

RETRO as your name in the

high-score screen.

Place in a race and enter

8-bit Sound Effects

F1A1971800003F80 -1A19718000041A8 57BF76C900003F80 57BF76C9000041A8

AUTOM as your name in the

high-score screen.

Place in a race and enter

Auto-Pilot Turbo Ram

Finy Character

Giant Character

Narrow Character

Wide Character

Place in a race and enter JOHNM as your name in the

high-score screen.

Become John Malkovich

296F600800000005 47FA1C8400000005 Infinite Glyph Power DB9880B900000034

E9071AB600000001 88B38C9E0000001E

Debug Display

:: MAGFORCE RACING ::

Place in a race and enter GH0ST as your name in the nvisible Vehicles ind Power-ups 3A212721000000004 7C3DD064000003FF

Maximum Stamina

:: MARVEL VS. CAPCOM

GAMESHARK CODES

AAE34435000000090

Low Health P1

Infinite Health P1

AAE3443500000001 AAE34435000000000

No Health P1

Friple Missile Power-Ups high-score screen.

Place in a race and enter TURBO as your name in the MISSI as your name in the Place in a race and enter Turbo Ram Power-Ups high-score screen.

Vehicle Select options but don't Unlock all Tripods and Tracks At the Main Menu, highlight high-score screen.

Infinite Health P1 Partner

4B7A0A6B000000090

AAE04435C0705033

50% Health P1

AAE3443500000048

Low Health P1 Partner No Health P1 Partner 4B7A0A6B00000001 4B7A0A6B00000000 S + V buttons, and enter the enter the vehicle selection option. Press and hold the

50% Health P1 Partner 4B790A6BC0705033 4B7A0A6B00000048 Low Health P2 金、砂、布、金、金、砂、果、石 Now you can enter the Vehicle Selection option, and choose

9BB81F5400000001 9BB81F5400000000 50% Health P2 No Health P2

3B2131E6000000090 9BBB1F54C0705033 9BB81F5400000048

Infinite Health P2 Partner Low Health P2 Partner No Health P2 Partner 3B2131E600000001

P1 Hyper Combo Level 1 P1 Hyper Combo Level 2 50% Health P2 Partner 3B2131E6000000000 3B2231E6C0705033 3B2131E600000048 EAA70D30000000001

EAA70D3000000003

P1 Infinite Guest Attacks
45B20A6D00000005 P1 Hyper Combo Level 3

> 3DAB6ADE000000001 Homing Attack 91A80B6800000001

No Clipping Mode

(which is just a slow motion mode), play as Max the dog.

To get the "Matrix Mode"

Matrix Mode

Then hold . and press

Pause game. Hold ♠ and ♠ and ♠ and ▶ and press ♠ , ♠ , ♠ , ♥ , ♥

4 4 4

Sunlight Glyph

4.4.4.4

Submitted by typx

MORTAL KOMBAT GOLD :

ight the "ARCADE" selection and press 41 + 15 to display a At the "Press Start Button" cheat menu, where you'll have Press START, and then highnear the word "Outstanding". entered the code correctly, you'll • , quickly press ♠ , ♠), cheating options.

option on the cheat menu. Then to see a character's ending, start a game in arcade mode and defeat just one character.

ter perform their first fatality. your opponent, press **High**Punch. This will let any charac-

Enable the "Pit Fatal" option

Allows the following cheats Kombat Kode

0: No Kode 1: Big Heads

10: Silent Kombat
11: Explosive Kombat

13: No Rain
14: Weapon Kombat
15: Noob Saibot Mode 12: No Power

Enable the "Easy Endings"

the cheat menu. Then to finish Enable the "Fatal 1" option

ter perform their second fatality Punch. This will let any charac the cheat menu. Then to finish Enable the "Fatal 2" option our opponent, press Low

ish your opponent, hold \clubsuit and press **High Punch.** This will let any character perform their on the cheat menu. Then to finlevel fatality.

on the cheat menu. Then, both Enable the "Danger" option

very low, enabling one-hit characters health bars will be

be activated:

2: Throwing Disabled
3: Max Damage Disabled
4: Max/Throw Disabled
5: Unlimited Run
6: Free Weapon
7: Random Weapons
8: Armed & Dangerous
9: Many Weapons

16: Red Rain 17: Goro's Lair The Well

Kombat Kodes

Noob Saibot mode 012 012 123

050 050 **Explosive Kombat**

110 110

Start with weapons drawn

444 444

Big heads 321 321 666 666 Silent Kombat

Fight in The Well (Spike Pit)

(Scorpion's Stage) 022 022 Fight in Elder God's

Shaolin Temple Living Forest

trolled with Low Punch, the second with Block, and the first icon in each box is con-Enter one of the following

One-hit win

Rain (On the Rain stage)

Drawn weapons can not be lost 002 002

Disable max damage 010 010

Disable throws and max

Start with random weapon Random weapon appears

Many weapons 555 555

Fight in Goro's Lair

20: The Tomb 21: Wind World 22: Reptile's Lair 23: Shaolin Tem Reptile's Lair

The Netherrealm

codes at the versus mode screen to activate the corresponding cheat function. There are two three-digit icon boxes at the bottom of the screen. The third with Low Kick.

Disable throws 100 100

Fight in Rain Stage Fight in Tomb Stage Face) stage

Fight in Prison (Fan Stage) Fight in Snake Stage Fight in Living Forest in Shaolin Temple

24: Living Forest 25: Prison 26: Ice Pit 27: The Church 28: The Netherreal 29: The Soul Cham 30: Ladder Stage The Soul Chamber

tons & press 🖈 , 🖈 , 🛧 , 🛧 , 🛧 , 🛧 , 🛧 , 🔄 , 💮 .

NOOB SAIBOT: Highlight
"HIDDEN" at the bottom of the character selection screen & press **4** & **6**. Continue to hold these D. 4. 4. 4. 6

GAMESHARK CODES P1 Start With 99 Wins

P1 No Overall Wins AFE35BD2000000000 AFE35BD200000063

P2 No Overall Wins

EFA712D700000000 P2 Start With 99 Wins EFA412D7C0705041

Infinite Health P2 EFA712D700000063 Infinite Health P1

Low Health P1 84FB874300003F7F

591F7D1400000001 84FB874300000001 **P1 One Win Needed** 75A6D941C0705041

CDCBEDBB0000000 P2 One Win Needed CDC8EDBBC0705041 75A5D94100000001
P1 Never Wins 75A5D94100000000

CDCBEDBB00000000 EEF7125700000001 High Punch Fatality 90C8003400000001 Danger Mode P2 Never Wins L8E41C5200000001

Down+High Punch Pit Fatality BE06304E000000004 BE06304E00000003 Kode: Max Damage Disabled BE06304E00000002 Kode: Throwing Disabled 2E67698600000000 Low Punch Fatality Kode: Max/Throw Disabled 7735D9C100000001

Fight in Ice Pit

GORO: Highlight "HIDDEN" at Play as Goro, Sektor

at the bottom of the character selection screen & press **4** & **6** & Continue to hold these but tons & press ♠ , ♠ , ❷ .

SEKTOR: Highlight "HIDDEN" ♠ Continue to hold these buttons & press ♠ , ♠ , ♠ . the bottom of the character selection screen & press & &

BE06304E00000000F BE06304E0000000E

Kode: Red Rain

BE06304E00000010 Kode: Goro's Lair

Kode: Wind World BE06304E00000014

BE06304E00000016 Kode: Reptile's Lair

BE06304E00000017 Kode: Living Forest

Kode: Prison 3E06304E00000018

BE06304E00000019 Kode: Ice Pit

BE06304E0000001B Kode: The Church BE06304E0000001A

Fight in outdoor ring
Go into the 2P Arcade mothen hold (3) + (4) + (5) when the choosing a fighter at the

mode, while

selection screen

Kode: Ladder Stage BE06304E0000001D

P1 Play As Sektor 5BC77D1400000011 P1 Play As Noob Saibot 5BC77D140000000F P1 Play As Goro BE06304E0000001E

D328899C0000000F 5BC77D1400000016 D328899C00000016 P2 Play As Sektor D328899C00000011 P2 Play As Noob Saibot P2 Play As Goro

FA199C1F00000063 D398899C00000001 8693874300000001 FA1A9C1F00705040 Sudden Death Mode P1 P2 Play As Meat

BE06304E00000006

Kode: Many Weapons BE06304E000000008 Kode: Armed & Dangerous

Kode: Explosive Komba BE06304E00000000A BE06304E000000009 Kode: Silent Kombat

BE06304E0000000B

Kode: Noob Saibot Mode

Kode: The Well

Kode: The Tomb BE06304E00000012

BE06304E00000015

Kode: Shaolin Temple

Kode: The Soul Chamber

Championship mode and enter Arcade mode to unlock Nat Daddy. (Cheat also unlocks Kemo Claw and Bruce Blade.) Gold Class boxers
Enter "MOSMA!" as your name
in Championship mode. Exit

ossiume.
St Patricks 03/17/2XXX
Refaree in Leapnochon costume.
Valentines 02/14/2XXX
Luli Valentine in sexy costume.
July 4th 07/04/2XXX
G.C. Thunder in Uncle Sam

Snow-Man costume.
New Years 01/01/2XXX
Joey T. in New Year's baby

ne/RumbleMan in

P1 Play As Meat

and chairs.

Skinny Mode **➡**, **➡**, **♠**, **➡**, **⑤**, **⑤**

è

Leprechaun cornerman
Press (3) + (4) + (5) at the
character selection screen.

BE06304E00000005 Kode: Unlimited Run

PC Wallpaper
Insert your R2R game disc into
a PC CDROM drive, and you'll
have access to a directory called
"avtras"

enter: ♠, ♠, ₽, ₽,

At the character select screen **Undead Boxers**

The more times you beat the game, the more characters **Unlock Characters**

BE06304E00000007

Kode: No Power

Kode: Weapon Kombat

BE06304E00000011

Holiday Backgrounds
Set the internal clock for
Christmas (December 25th) and
there will be Christmas trees in
the prize light arena. Set the
clock for Halloween (Oct 31) and
there will be skeletons in the
crowd in the arena with tables

costume.
Easter 04/23/2XXX
Mama Tua in playboy
bunny costume.

591F7D1400000001 FA1A9C1F00705040 Sudden Death Mode P2

Kode: Random Weapons

BE06304E0000000C

buttons & press

Fight in two-tier arena
Select 2P Arcade mode, then
hold While choosing a fighter at the character selection

Silver Class boxers

:: READY 2 RUMBLE ::
Bronze Class boxers
Enter RUMBLE POWER" as
Your name in Championship
mode. Enter Accade mode to

Enter "RUMBLE BUMBLE" as your name in Championship mode. Enter Arcade mode to unlock Bruce Blade. (this also

unlock Kemo Claw.

GAMESHARK CODES unlocks Kemo Claw.)

2 Michael Jackson 3 G.C. Thunder 4 Wild "Stubby" Corley 5 Shaquille O'Weal 6 Freedom Brock 7 Rocket Samchay 8 Bill Clinton 9 Hillary Clinton 10 Rumbleman

86

while you press 🐼 , 🕸 . Release 🕼 and then

press 🙆 , 🙆

Ö

Super Tires
Highlight SUPER TIRES on the cheat menu and then press and

Championship Class boxers
Enter "POD 5!" as your name in
Championship mode. Enter
Arcade mode to unlock Damien
Black. (This also unlocks Kemo Bruce Blade and Nat

At the character selection screen, hold and press d-pad in any four directions (At the character selection Max Strength Boris B10E389E0000447A Max Stamina Boris 175C14820000447A Max Dexterity Boris 4FA21DDA0000447A

RESIDENT EVIL 2 ::
Unlimited Ammo
Press ★, ★, ♥, ♥, ♠, ♥

Pat the item screen.

Highlight **DEMOLITION BATTLE** on the cheat menu and press and hold: **4J** + **6D** and press **9**. **8J**. Release the buttons, then press and hold **1D** + **6D**

Toggle Demolition Battle Mode hold **d** and

Hax Experience Boris
9F806E1000047/A
prinnite Fights Boris
8E2718654000000032
Start At Rank 2 Boris
9F808E100000032
Start At Rank 2 Boris
9F888E000000001
Start At Rank 2 Boris
9F888E000000001
Start in Gold Class Boris
A100838200706044
Start in Gold Class Boris
A100838200706004
Start in Gold Class Boris
A100838200000000
Max Strength Brown
A76858820000447/A
Max Stamina Brown
F22F1A870000447/A

High Trick Points E9B71B3B0000C GAMSHARK CODES RIPPIN RIDERS

Highlight **TRACK ORIENTATION** on the cheat menu and then:

Track Orientation and quickly press 😗 , 🕄

Hold **4** + **I** → and press **3**. Release the buttons, then press

, ⊗, ♥. Press and hold + ♠ again and then pre

again and then press

B0000C350

pad in any t

Cheap vitamins and other items

Max Dexterity Brown 49121DDA0000447A Max Experience Brown 7EEDD1110000447A

Championship mode. When you get to the aerobics screen, press • and immediately press • before the screen scrolls to the next training regimen. If timing is right, you will purchase a \$25,0000 vitamin bottle for \$20,0000 vitamin bottle for

\$500—the price of aerobics

:: READY 2 RUMBLE 2 :

Infinite Cash 9D2010C3000000F0

Start On Second Lap **GAMESHARK CODES** : ROADSTERS : 5F37B4F800000002 -929552900000002 700510AD00000002

031000705041

Unlock Crusher
Collect 16 gold coins in STUNT
MODE to unlock Crusher.

Unlock Battle Arena 8
Collect 1000 kills in BATTLE
MODE to unlock the Battle

ō

then hold lo

Fight in championship arena Go into the 2P Arcade mode, then hold \(\bar{\text{\Phi}} \) while choosing a fighter at the character selection

Fight in gym
Go into the 2P Arcade mode,
then hold **4J** + **10** while choosand a fighter at the character enter: →, →, ▼, →, Lo,
Lo, d1. At the cha

Huge Gloves Mode At the character sele At the character select screen enter: (4), (5), (6),

:: RUSH 2049 ::

following dates for the following holiday cheers: Holiday Goodness Set the internal clock

60 Highlight Brakes on the cheat u and then press:

O, O and then press

(A) + O + O

MODE to unlock the MINI XS.

Unlock MINI XS

RACE MODE to unlock the GX-2

of the Gold Coins

Unlock GX-2

MODE to unlock Euro Lx.

Unlock Euro Lx

bottom of the screen. lighting OPTIONS, and then Reveal the Cheat Menu by high Cheat Menu g and holdi

> points in BATTLE MODE. Unlock Plaza Battle Arena

Halloween 10/31/2XXX
J.R. Flurry in Skeleton costume
Christmas 12/25/2XXX
Selene Strike in Elf

menu and then press and hold:

A while you press & , & , & .

Release the A button and then Highlight MASS on the cheat Increase Car Mass Unlock Roadkill Battle Arena Accumulate a score of 500 points.

points in **STUNT MODE.** This may take you a couple of days Unlock The Mission
Complete the BEGINNER
CIRCUIT with a placement of third place or better. Accumulated score of 250,000 Unlock The Oasis

tap 🙋 ,

6

STUNT MODE. Unlock The Obstacle Course Earn 1,000,000 points in but the points are cumulative.

press and hold: 41 + 60 and then press 80. 40 - Release the buttons and then press and hold (6 + 6) and quickly tap 80. 40 Random Battle Mode Weapons Highlight RANDOM WEAPONS Unlock Venom
Collect all 32 silver coins
STUNT MODE Accumulated score of 50 points in **STUNT MODE.** Unlock The Warehouse of 500,000

5



: NIGHTMARE CREATURES 2 ::

during gameplay to get yourself Press and hold 🚷 , 🕲 , 📵 **Restore Health** through this one.

: PENPEN TRICELON :

Put the PenPen Trilcelon CD into your computer's CD-Rom drive. There will be two files named PC Wallpaper

7E25CAC4000000000

50% Health P2

GAMESHARK CODES

P1 Play As Hanamizu 8563B8F700000004

: PLASMA SWORD :

Play as Evil Gamof Highligh Gamof and press START +

Highlight Rain and press Play as Kaede

4.4.4.4.4 Play as Rai-On

Highlight Byakko and press 每, 章, 章, 章, 命, 每 **GAMESHARK CODES**

51E76400000000C8 51E76400000000000 Infinite Health P1 Low Health P1

50% Health P1

51E46400C0705038 51E7640000000064 Infinite Health P2

F8B985D3000000C8 F8B985D3000000000 50% Health P2 Low Health P2

F8BA85D3C0705038 F8B985D300000064 E327095D000000090 Infinite Power P1 No Power P1

: POWER STONE

E327095D00000000

GAMESHARK CODES 5DD76E9300000000 P1 Play As Valgas Infinite Health P1

5807013700000078 7E25CAC4000000F0 7E26CAC4C070503F Infinite Health P2 Low Health P2

7E25CAC400000078 7E26CAC4C070503F Have All Stones P1

wallpaper1 and wallpaper2.

36813DE400000000 36813DE400000707 Have No Stones P1

A543485700000000 A543485700000707 Have No Stones P2

Infinite Power Up Energy P1 No Power Up Energy P1 28277AE600000938

Infinite Power Up Energy P2 50% Power Up Energy P1 28277AE6000000000 28247AE6C0704F66 28277AE60000049C

50% Power Up Energy P2 No Power Up Energy P2 9A68133100000938 9A681331000000000

. PSYCHIC FORCE 2012

Put the CD into your computer's CDRom drive, and check the root directory for several cool Bonus Images

Desktop Wallpaper

Play As Wong

To play as Richard Wong, either character, or accumulate more beat Story Mode using each than six hours of game play.

Play as Burn

Unlock Richard Wong and Keith Evans, and then complete both Richard Wong and Keith Evans) Story and Arcade modes with each character (including

and press 🛇

with the option set to two round

Emelio 30 times. He is identical to Emelio, but his moves are a nours of gameplay, or play as Either accumulate over 16 Play as Evil Emelio

and to get Dopey.

Play as Good Emelio

hours of gameplay, or play as Either accumulate over 18 Emelio 50 times.

Play as Keith

Either accumulate over twelve arcade mode with all ten characters (minimum two round hours of gameplay, or beat

skill level to unlock all cheats.

Play as Kiss

natches).

Jon and successfully complete Either accumulate over twelve hours of gameplay or unlock arcade mode with each character.

Play as Uon (US version)

Story Mode with each character. hours of gameplay, or complete Either accumulate over eight

GAMSHARK CODES

All cars

B14E2FE8000003E8 32393121000003E8 nfinite Health P2 nfinite Health P1

: PUYO PUYO 4 ::

computer's cdrom drive. The file Put the game disc into your named "Omake" is a game poster for your desktop.

Play as Carbuncle or Dopple Aruru

Free Play or Versus Mode. Hold Seat the Story Mode. After the screen, and then go to either credits roll, skip the ranking

Play as Dopey

After you complete Quest mode, pause the game at the ranking screen. Hold - next to Satan

:: QUAKE 3 ARENA :: Game Cheats

ed with a brand new cheat. Beat Beat the Game (on any setting). and a mini game will appear on the mini-game, you'll be reward-Save your game on your VMU, your VMU. Each time you beat the mini game once on each

: RAINBOW 6 :

Press the Analog stick Up+D-pad Down+A while playing the game to make just yourself invincible **Avatar God Mode**

Team God Mode

game to make your team invinipad Down+A while playing the Press the Analog stick Left+Dcible.

:: REVOLT ::

Enter "CARTOON" as your All tracks name.

Cycle through weapons

Enter "TRACTION" as your

** Affects outdoor courts only.

Clean Pause

Both teams must agree on

Enter YOY as your name. Press + b to change weapons.

Edit Progress Table

Type "GOATY" as your name.

Enable UFO

Enter YUEFO as your name. Upside down track

hit 📤 + 🛡 + 💐 at the selection To turn the track upside down,

GAMESHARK CODES

3401263E00000003 Infinite Tries P1

Old man Pinto horse Pumpkin Referee Retro Rob Shawn Liptak Small alien Tim Kitzrow White horse Willy Morris : NBA SHOWTIME :

Cheat Codes
Press TURBO, SHOOT and
PASS at the "Tonight's MatchUp" screen to enable the corresponding code. (The number indicates how many times each button is pushed.) After press-ing the buttons, push the d-pad in the indicated direction to activate the cheat.

Example: To play ABA ball (code 2:3-2 Right), you would Press Turbo, Turbo, Shoot, Shoot, Shoot, Shoot, Shoot, Pass,

After choosing your team and players, hold one of the button combinations below until the game begins to play on the corresponding court.

Code

Court 2-3-2 Alternate uniform Away uniform Home uniform Big heads Hotspots Cheat ABA ball Blizzard Fog **

Team 1 (Left) Team 2 (Right) Sweet court Mascots 4-1-0 1-0-0 4-0-1 1-2-3 5-5-5 2-0-1 3-3-1 4-4-4 1-4-1 0-0-1

Midway uniform

Enter the following initials and PIN numbers to activate the corresponding cheat.

Night fog **
No Goaltending
No hotspots *
No replays
No tip off

DDC8898F00000032 3CC12E1700000032 61DB611100000032 B37630DD00000032 **Away Team Scores 0**

Name PIN HAWK 0322 Charlotte Hornets Atlanta Hawks

1-2-1 1-2-3 4-0-1

Show shot % Snow ** Swamp fog ** Team uniform *

Chicago Bulls BENNY 0503
Denver Nuggets ROCKY 0201
Houston Rockers TURBO 1111
Indiana Pacers BOOMER 0604 Minnesota Timberwolves

8863875000000032 32BBEDA800000032

Feam Scores 0

3C712E1700000032

Away- 20 Extra Pts 1st Qtr DDCB898FC0705041 F3999CD600000000 38638750000000000 3C712E1700000000 Minitiasua Iminiasua CRUNCH 0503 New Jersey Nets SLY 6765 Phoenix Suns GORILA 0314 Seatile Sonics SASQUA 7785 Trionth Raptors RAPTOR 1020 Utah Jazz BEAR 1228

1-1-1 1-0-0 4-1-1 3-2-1 4-4-0

No Player Arrows

Tiny Heads No Fouls Team Uniform Swamp Fog

Tiny players Tournament mode

Show Hotspot

Infinite Turbo

Midway Staff

Enter the following initials and PIN numbers to activate the corresponding cheat.

31DB611100000014 Away- 20 Extra Pts 4th 0tr 337530DDC0705041 PIN 0014 2181 ELOFF Alex Gilliam Andy Eloff Beth Smukowski Staff Member

While the pause menu is up, press the ℜ and ℜ buttons together. Submitted by Paul

F3999CD600000014 Home- 20 Extra Pts 2nd Qtr 3C722E17C0705041 Home- 20 Extra Pts 3rd Qtr 88608750C0705041 10me- 20 Extra Pts 1st Qtr 3C712E1700000014 BETHAN 1111 GRINCH 0222 CMSVID 0000 DANIEL 0604 DAVE 1104 E GEER 1105 JASON 3141 JAPPLE 6660 JENIFR 3333 Brian LeBaron GRINCH 0222 Chris Skrund ZMS/DIO 0000 Dan Ihompson DAMIEL 0960 Dave Grossman DAVE 1104 Eugene Geer EGERT 1050 Lason Skilos Lason Skilos Jerf Johnson APPEE 6660 Jennifer Hedrick JENIFR 3333 Jennifer in alternate uniform

Hidden CharactersEnter the following initials and PIN numbers to activate the

corresponding cheat.

3863875000000014 Home- 20 Extra Pts 4th 0tr DDC8898F00000000 **Away- 0 Pts 2nd 0tr**3cc12E1700000000 **Away- 0 Pts 3rd 0tr**61D8611100000000 **Away- 0 Pts 4th 0tr**B37630DD00000000 Away- 0 Pts 1st Otr 1111

GUIDO 6 TURMEL 0 MATT G 1

STRAT PAULO

Jim Gentile
Jim Tianis
John Root
John Hey
Larry Wotman
Paulo Garcia
Mark Guidarelli
Mark Turmell
Matt Gilmore

Clown
Greg Cutler CUTLEN
Kerri (emale) KERRI 027
Kerri in alternate uniform
KERRI 11

Lia (female) Lia in alternate u

Nikko dog

ROOT

PIN 0958 0628 2084 1111

Name BIGGY C CHAD C CRISPY :

Big alien Chad Edmunds

Character

Home- 0 Pts 1st Qtr F3999CD600000000 Home- 0 Pts 2nd Qtr

LYNCH 3333 STENTR 0269 GATSON 1111 SAL 0201 TIMMYB 3314 TIMCRP 6666

Mike Lynch Paul Martin Rob Gatson Sal DiVita Tim Bryant Tim Moran

7777 1970 0114 0856

SMALLS

3C712E1700000000 Home- 0 Pts 3rd Qtr 8863875000000000 Home- 0 Pts 4th Qtr C2BBEDA800000000 Disable Shot Clock 4CAA159900000FFF

: NBA2K ::

GAMESHARK CODES

Infinite Turbo P1

Hidden Courts

710DD952000042C8 Infinite Turbo P2

Enter THOMAS as your name Enter 1111 for your pin number

7785 1966 0101 1136

TIMK RETRO THEREF

Play As Isiah Thomas

2D players Enter "SQUISHY" at the Code screen.

36892E17000042C8 Infinite Turbo P3 76ADD952000042C8 Infinite Turbo P4 42321599000042C8

Beach BallEnter **BEACHBOYS** at the Code screen. **Big Feet**

5200000000

No Turbo P1 No Turbo P2

Button Combo

+ TURBO

+ SHOOT + PASS + PASS + TURBO + TURBO + TURBO

Midway court

Island court NBC court

Big HeadsEnter **FATHEAD** at the Code screen. Enter "BIGFUR Code screen.

12321599000000000 Away Team Scores 200

"BIGFOOT" at the

36892E1700000000

76ADD95200000000

No Turbo P4

Fat players Enter "DOUGHBOY" at the Code screen.

Hidden message
Enter "HIMOM" at the Code
screen to display the message:
"Hi mom! Love, your Child." at

DDC8898F0000000 3CC12E170000000 61DB611100000000 B37630DD00000000

Team Scores 200

the code confirmation screen. **Hurt Coaches**

"coachouch" as the

Large players Fnter "MONSTER" at the Code

Sega Sports teams
Enter "DEVDUDES" at the
Code screen to unlock NBA 2K, Sega Sports and Sega teams.

> DDC8898F00000014 Away- 20 Extra Pts 2nd 0tr 3CC22E17C0705041 3CC12E170000014 4way- 20 Extra Pts 3rd 0tr

Small players Enter "LITTLEGUY" at the Code screen.

:: NBA2K1 :

To unlock the SegaNet, Mo Cap, and the Sega Sports Teams, go to the Main Menu and select Options, and then select Codes, Enter: Superstar Features

vc (in lower-case letters)

Return to the Main Menu and the new teams will be there. After you enter the Superstar Feature Cheat, choose Team Mo Caps. Redman will be sitting on the Bench at the start of the game but you can substitute him into the game.

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Bonus Characters
ALIEN 1111 "Scream" Mask
BOXER 2111 Black
guy with corn rows
BRAIN 1111 Brain with eyes
CURTIS 1111 Rat mascot
DANIEL 0604 Dan Thompson
DINO 1111 Stegosaur head
FORDEN 1111 Dan Forden
GENTIL 1111 Jim Gentile
GRINCH 0222 Punk
with spikes
JAPPLE 6660 Jeff Johnson
JASON 3141 Jason Skiles
JENIFR 3333 Jennifer Hedrick
LUIS 3333 THE Luis
Mangubat!
MOOSE 1111 A moose head
PIRATE 1111 A pirate
PUNKB 2112 Punk with

be activated per game.

RAIDEN 3691 Raiden from MK MPO: Multiplayer only 2PO: Two player game only 1PO: One player game only

RALPH 1111 Wolf mascot

PUNKR 1221 Punk with

SHRUNK 6666 Shrunken head Big football Big head Team big heads Headless team No head Huge head

1111 Cartoon Burglar Red, White and Blue Football 3-2-3

TREX DUHI

1111 T-Rex head

furmell (Big hair!) TURMEL 0322 John

1111

1197

SMILE 1111 Smiley face SKULL 1111 Skull! Shinok from MK SHINOK 8337 Demon

upside down?)

1111 Sad face 6000 John Root

0201 Sal Divita

press Turbo, Jump(2), Pass(3), example, to enter 1-2-3 🛋, code and hear a sound. For you will see the name of the you entered the code correctly direction to enable the code. It or Analog-stick in the indicated pressed. After the icons have of times each button is lowing list indicate the number mets. The numbers in the folfurbo, Jump, and Pass to

FRANZ 1010 GRINCH 2220 GUIDO 2222

EDDIE DAVID 3333 CALEB 0996 BRIAN 2221 AZPOD 4777 AUBREY 7777 AOB ALEC

3333

EFF GUMBY 8698

1111 7777

6644

7777

1014

be activated per game.

At the versus screen, press Turbo, Jump, and Pass to smetic Changes

press Turbo, Jump(2), Pass(3), example, to enter 1-2-3 Left, code and hear a sound. For you will see the name of the you entered the code correctly direction to enable the code. If or Analog-stick in the indicated been changed, press the D-pad pressed. After the icons have of times each button is lowing list indicate the number mets. The numbers in the folchange the icons below the hel-

Note: More then one code may

required (both players must 2PA: Two player agreement

Show more field [2PA] 0-4-0 0-2-1

been changed, press the D-pad At the versus screen, press change the icons below the hel-Cosmetic Gameplay Changes

Note: More then one code may

Hide receiver name

1-0-2

WHODAT 184 RANDU 6666 NICO 4440 NATHAN 0515 ×

> No highlighting of receivers Invisible 4-3-3 Super blitz mode [2PA] 4-4-4

Unidentified ball carrier 5-2-2 3-2-1

Gameplay Changes

Submitted by Monster

or Analog-stick in the indicated pressed. After the icons have of times each button is change the icons below the hel been changed, press the D-pad lowing list indicate the number mets. The numbers in the fol-Turbo, Jump, and Pass to At the versus screen, press

press Turbo, Jump (2), Pass(3) example, to enter 1-2-3 4, direction to enable the code. If code and hear a sound. For you will see the name of the you entered the code correctly

be activated per game. Note: More then one code may

3-2-1 2-0-3 2-0-0 1-2-3 0-5-0 2PO: Two player game only 1PO: One player game only enter the code) required (both players must 2PA: Two player agreement

MPO: Multiplayer only

Super passing mode [2PA] Unlimited throw distance Fast turbo running Infinite turbo Fast passes 0-3-2

No random fumbles No interceptions Super field goals Super blitzing Power-up defense Power-up blockers Power-up teammates Power-up offense

Show field goal % Late nits 0-0-1 0-1-0 2-1-1

No CPU assistance [2PA] 1-1-5

0-1-2

To use a team's playbook, enter

weather: clear

Hyper blitz mode [2PA] 5-5-5

Smart CPU opponent [1P0]

Always quarterback [MP0]

Always receiver [MPO]

Submitted by Monster

GAMESHARK CODES

Always 4th Down Always 1st Down

EAC4149BE0705041

5-1-4 EAC7149B000000002

2-5-0

3-1-2 4-2-1 2-3-3 3-1-2 4-2-3 EAC7149B000000004 Infinite Turbo Team 1 Hidden Plays

Allow stepping out of bounds No punting No first downs 2-1-0 42-3 1-5-1 though it is hidden to everyone play you have highlighted even at the VMU screen to see which

No play selection [2PA]

Power-up speed [2PA]

Tournament mode [2PO]

(evilash@gtemail.net)

8EC3810F00000000 Team 2 Scores 100 Team 2 Scores 0

8E73810F00000064 Team 1 Scores 100 8EC3810F00000064

EAC7149B000000004 EAC7149B00000001

Downs Per Possession

EAC4149BE0705041 2 Downs Per Possession

2-2-3 EAC4149BE0705041 EAC7149B000000003 Down Per Possession

344 1-2-3 cursor by going to the top left D1B08FD1000042C8 twice. You can then look down corner and then by pressing up While playing a game of Blitz 5B3F7B59000042C8 using a VMU you can hide the Infinite Turbo Team 2

NFL Playbooks Submitted by Zach

404

Deranged blitz mode [2PA] Ultra hard mode [2PA] 3-2-3 🛊

1-1-1 3-1-4

Cancel "Always QB/Receiver 2-2-2

Cardinals

Giants Lions Jets Falcons Panthers Packers Jaguars

Raiders Saints Ravens Rams Patriots Redskins 1-0-5

Titans Steelers Seahawks 1-5-2

pressed. After the icons have of times each button is lowing list indicate the number mets. The numbers in the folchange the icons below the hel-Turbo, Jump, and Pass to At the versus screen, press Weather Control

be activated per game. Note: More then one code may PASS(3), press TURBO, JUMP(2), example, to enter 1-2-3

code and hear a sound. For you will see the name of the

Press PASS 5 times.

Bills Bengals Bears 49ers Broncos Buccaneers Browns 1-1-0 -none-1-5-4 1-1-3 1-1-2 1-5-1

1-3-1 1-3-3 1-3-5 1-0-2

> 0-2-1 0-1-2

Cowboys

Eagles Dolphins Colts Chiefs Chargers

141 Buffalo Bills playbook 1-0-4 Hide receiver name

> Allow stepping out-of-bounds No first downs

Cincinnati Bengals playbook Chicago Bears playbook Carolina Panthers playbook fournament Mode2

Denver Broncos playbook Dallas Cowboys playbook Cleveland Browns playbook play selection1 1-1-5

you entered the code correctly direction to enable the code. If or Analog-stick in the indicated been changed, press the D-pac Minnesota Vikings playbook Miami Dolphins playbook Kansas City Chiefs playbook Jacksonville Jaguars playbook Headless team Super field goals Green Bay Packers playbook Detroit Lions playbook Indianapolis Colts playbook 1-2-3 1-1-5 ■ 1-2-4 1-2-3 1-2-1 1-3-1 1-2-5 1-2-3 1-2-2

pressed. For example, 5-2-5 VS screen. Numbers indicate its corresponding code on the and Pass buttons should be how many times Turbo, Jump

> Weather: rain Weather: snow

> > 5-2-5

1-3-3

Weather: rain Hyper blitz mode1

5-5-5 5-5-5

1-3-4

Press TURBO 5 times Press JUMP 2 times

> just beneath the helmets there are little NFL shield icons During Versus Mode, at the Huge Code List!!

screen with the two helmets :: NFL BLITZ 2001 :

The icon in the middle is left is by hitting **Q** or these are what you change to enter the code. The icon on the

Show more field1 Punt hang time meter Show field goal % the following codes. ton or the A button. The third changed by hitting the 😵 but Huge head Fast turbo running No CPU assistance1 Use the chart below to enter W button or the D button icon is changed by hitting the

0-0-1

0-0-1

St. Louis Rams playbook

Seattle Seahawks playbook

1-5-2

Tampa Bay playbook

1-5-4

1-5-3

fennessee Titans playbook

Baltimore Ravens playbook Arizona Cardinals playbook Big football Super blitzing Atlanta Falcons playbook 1-0-2 ■ 0-5-0 0-4-5 0-4-0 0-3-2 1-0-2 1-0-1

> Big head team Washington Redskins

Big head

2-0-0

Codes screen.

1-5-5

1-1-1 1-1-0 1-0-5 1-0-3 (2P/4P on same team) 2-2-2 Weather: clear Deranged blitz mode1 2-1-2 Always receiver (2P/4P Always QB

113 1-1-2 1-1-4 Power-up offense Unlimited throws on same team) Smart CPU1 Power-up blockers Tiny players team Fast passes Powerup teammates 2-5-0 2-2-2

No head No highlighting of Ultra hard mode1 eivers 3-1-2

Invisible Unlimited turbo meter Super blitz mode1 Power-up defense Cancel "Always Red, white, and blue Turn off stadium Super passing mode1 No random fumbles Power-up speed1 No interceptions QB/receiver" code 5-1-1 3.4.4 3-2-3 4-2-3 3-1-4 4-2-3 4-2-1 3-2-3 3-2-1 4th plug). Message best team in the game.

New England Patriots playbook Weather: snow

:: NFL 2K :

1-4-1 1-3-5 Alternate text

141 1-4-2 Codes screen. Fat players Enter "SCRAWL" at the

144 **GAMESHARK CODES** Codes screen

Pittsburgh Steelers playbook Philadelphia Eagles playbook Oakland Raiders playbook Big players team New York Jets playbook New York Giants playbook New Orleans Saints playbook

143

Enter "LARD" at the

San Diego Chargers playbook San Francisco 49ers playbook 1-5-1 1-5-1 145 938812A900000000 Home Team Scores 0 938812A90000006 Home Team Scores 100

screen Enter **SQUEEKY** at the Codes High-pitched Commentary

Enter "SUPERSTARS" at the Sega Sports teams

Slow-motion speed setting

the "Game Speed" game setting is toggled within screen. (Note: The slow-motion Enter "DEDMAN" at the Code:

2-1-0

2-0-3

2-0-1

is toggled within the "Game screen. (Note: The Turbo setting Speed" menu.) Enter "TURBO" at the Codes Turbo speed setting

2-1-2 2-1-1

Big Head Mode NHL2K ::

first screens before or after it, At the "Black Box" screen or the TROLLER D (a controller in the press B, B, S on CON-

⊕ , ⋈ , ⊕ , ⋈ and get the plug a controller into port D and At the Black Box logo screen, Black Box team hold down **Q** and **G**. Press

Special Wayne Gretzky

on the player photo area. for the Memories" will appear Gretzky". The message "Thanks er using the name "Wayne Great One, simply create a play To pay your own tribute to The

Unidentified ball carrier



HOW TO ASSEMBLE YOUR OFFICIAL ODCM MINI CODEBOOK™!

You have the power...now find a stapler and a pair of scissors and get to work

Putting together your codebook is simple. First,

just cut each page out along the dotted line. Keep the pages in the same order that they were in the magazine. Now fold them in the center (you may want to fold each sheet individually). Fold the pages so that the inside of the fold has an even number on the left, and a higher odd number on the right. Flip through the book to make sure the pages are all in the right order.

Now, you need to staple the center of the codebook. And sadly, your average Swingline just isn't going to reach the center where you want to put the staples. So what do you do? In a pinch, you can just staple the left edge (fig. 1), straight through the side. This will reduce the margins inside the book, but it's probably the quickest and easiest solution.

The second strategy is to fold over one half of the book so that the stapler can reach the center (fig. 2). Unfortunately, this method ends up leaving half of your pages creased.

Finally, you can go out and drop \$40 on an extended reach stapler that can reach the center without folding any pages. OR you can head to a copy center like Kinko's, and ask to use their big extended reach stapler (*fig.3*). They probably won't even charge you for the staples, once they see how cool your codebook is.



This is the easiest way to assemble your codebook. Just put a couple of staples through the side, as close to the spine as you can. This makes the book a little harder to use, but it'll still work and look okay.



By folding over half of the pages, you can staple the book in the center of the spine like a magazine (this is called "saddlestiching, FYI), which looks and works great. Except that those pages tend to stay folded. Gr...



The ultimate solution is to find an extended reach stapler like this one, which can reach all the way to the middle of the spine for a neat look without bending any pages. You can find these staplers at most full service copy shops.









Talk Back

The Official ODCM Interview

Welcome to TalkBack, the first in an occasional series of interviews with the movers and shakers that make the Dreamcast world so great. This time, we spoke with two members of the crack Soul Reaver team: Lead Programmer Marc David and Senior Designer Riley Cooper.

ODCM: Soul Reaver looked great. Can we expect to see many improvements in SR2, in terms of graphics?

Marc David: We've redone the graphics system quite a bit, and I think we've done an excellent job. The main improvement is in the amount of polygons that we're able to push on the SR2 engine. We're rendering 50,000 polygons at 60 frames a second. This is a huge improvement over SR1 on the Dreamcast (it rendered 10,000 [polys] per frame at best). This allows us to have more realistic and engaging environments. We've also redone the

special effects system, which is incredibly feature packed. I think you'll be really pleased when you see all the great effects it can achieve. Finally, I'd like to note that we've been able to do many more algorithmic effects, such as realtime IK and cloth simulation. to add a higher level of realism. Look for Soul Reaver 2

Reaver 1 on all fronts.

ODCM: What improvements can we expect to see in gameplay? Will puzzles be easier? Harder? What about all those blocks?

to be a huge jump in quality from Soul

Riley Cooper: You can expect a lot of improvements in gameplay. For starters, the game will always be running at 60 frames per second on both the Dreamcast and the PS2. This will improve every aspect of the gameplay experience, but especially in

combat—we can have more enemies onscreen at any given time. On top of that, we've also improved the Al so the fighting will be more fun overall.

Other great improvements in gameplay affect the puzzles. For example, we are being very careful not to put players in situations where it isn't clear what they need to do next. Also, in SR1, we were sometimes criticized for having too many block puzzles. So we've worked hard to introduce many new puzzlerelated objects for Raziel to interact with throughout the game. This enables us to increase the complexity of the puzzles in the game, to keep up with the players' growing puzzle-solving ability.

ODCM: Soul Reaver ended in a cliff-hanger. Does SR2 complete at least this chapter in the saga?

RC: That and much more. That chapter is addressed right away, and it opens into the heart of the SR2 story—which involves time travel. In this game, Raziel travels throughout Nosgoth's history, uncovering for the fans more of Raziel and Kain's past.

ODCM: Without giving anything away, what can we expect from the story this time around?

RC: In addition to what we feel is one of the cooler videogame story endings ever, you can expect a much more full story throughout. It includes both back story elements that are communicated through murals, allowing the player to learn about them at their leisure, as well as more important elements of the story that directly guide Raziel's actions. Besides that, you should notice that every aspect of the game's design is driven by the story. SR1 was story driven, but it had many aspects that were somewhat formulaic. This time around, just about everything that we're creating has been inspired by the story itself-which means that we've created a much more cohesive and original experience.

Parting Shots

In which the **ODCM** team visits not one, not two, not three, but four secret lunch spots in the course of creating one giant issue of everyone's favorite Dreamcast magazine

WEEK ONE

Chris had been bragging about the place for weeks. "It used to be NextGen's secret spot, but now it's ours, because none of them know how to get there," he beamed. And the place, across from a bread factory in an industrial section of a major Northern California city delivered the goods: a free relish tray (with salami!) on the table, free refills of soda, and the best darn calamari steak you ever ate. (The steak sandwiches are nothing to sneeze at, either). It was at this place that Evan first bemoaned the lack of a portable Dreamcast to play in the car.

WEEK TWO

Hogan's isn't secret, but it is literally nestled inside a wholesale produce distribution hub near SF International Airport, which is almost as good. Opens at 4am, closes at 2pm. It's cool to go to lunch at 11am and see a bunch of guys drinking-it's the end of their working day already, you see. In addition to the Larry King Room and autographed Hulk Hogan poster, Hogan's features great specials and a hot turkey sandwich to die for. After mopping up the last of his gravy, Chris turned to Evan and said, "you know, I bet we could build our own portable Dreamcast..." Fran choked on her calamari side dish.

WEEK THREE

The next week took us to the Gingerbread House, hidden in plain sight under the BART tracks in Oakland. The gingerbreadcovered pink house is awash with Cajun folk art and, well, just some other weird stuff-but the live piano player, amazingly weird menu (most of the items have to be ordered a day in advance) and great Cajun cooking made us feel like we were back in New Orleans. Evan and Chris concentrated on napkin sketches of the planned DC-portable, drawing nasty looks from the staff (so they were cloth napkins, so what?).

WEEK FOUR

Fran bowed out to play PSO, leaving the rest of the staff to chat about the DCP at the Devonshire (#2) in Minna alley at New Montgomery in San Fran. The server (named "Q") was certainly cute and nice, and the bacon on the BLTs was crisp. Will the DCP happen? Time will tell. But Fran loved PSO.

QUESTION OF THE MONTH

Ultimate bedding preferences?

Dan: A giant lead-filled dentist apron. I like to sleep under really heavy covers. Dina: Flannel sheets, Flannel everything, Fran: Hanging upside down from a rafter. Chris: Cotton sheets and lots of wool blankets. It's a layers

Evan: Just an old parka and an allev Dave: A grass mat on a hardwood floor with a thin



Preamcast.

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Next Issue As good as it gets!

SOUL REAVER 2

That's right, next month we'll have more on the darkest Vampire adventure ever to steal your gothic soul. Time travel? Giant swords? A story with an ending? Believe it.

REVIEW OVERLOAD, PT.3!

Just when you though there simply couldn't be any more reviews for Dreamcast, we've got yet another massive, overflowing review section! Including, we hope, many of the games that got delayed just before the Holidays.





Issue #12 with GD-ROM On sale January 28th!



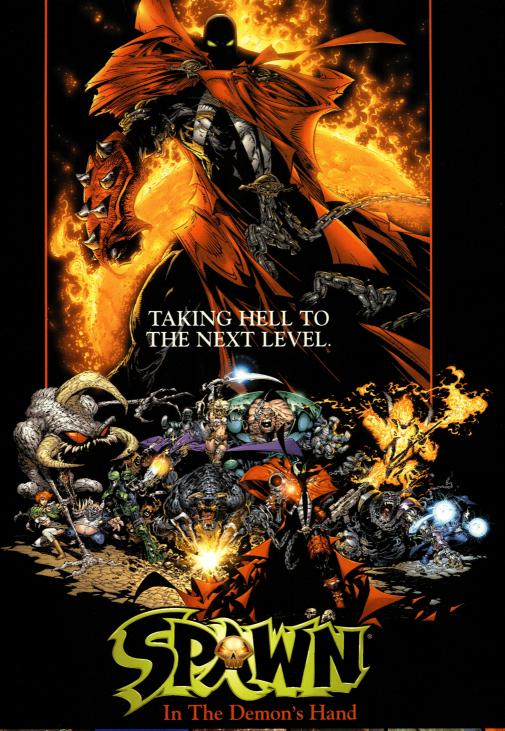
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- Strategy games Revealed!
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- Japanese titles Explored!
- More info we promise!

*Miss it and forever be damned to a life full of bad licensed games. Content (but not quality) of issue subject to change due to vagaries in space-time





















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